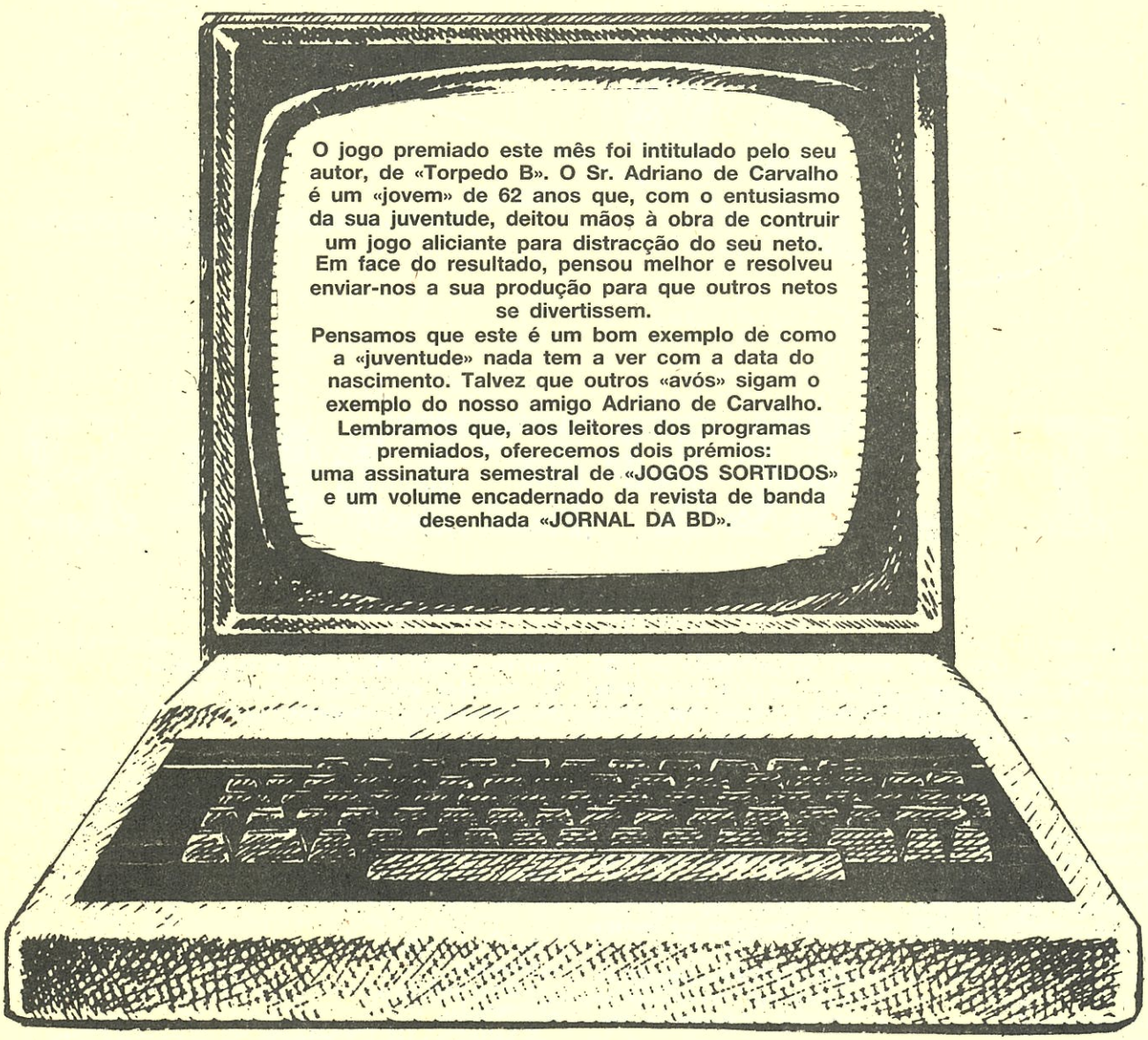
JOGOS PARA O SEU MICROCOMPUTADOR

AGORA 16 PÁGINAS

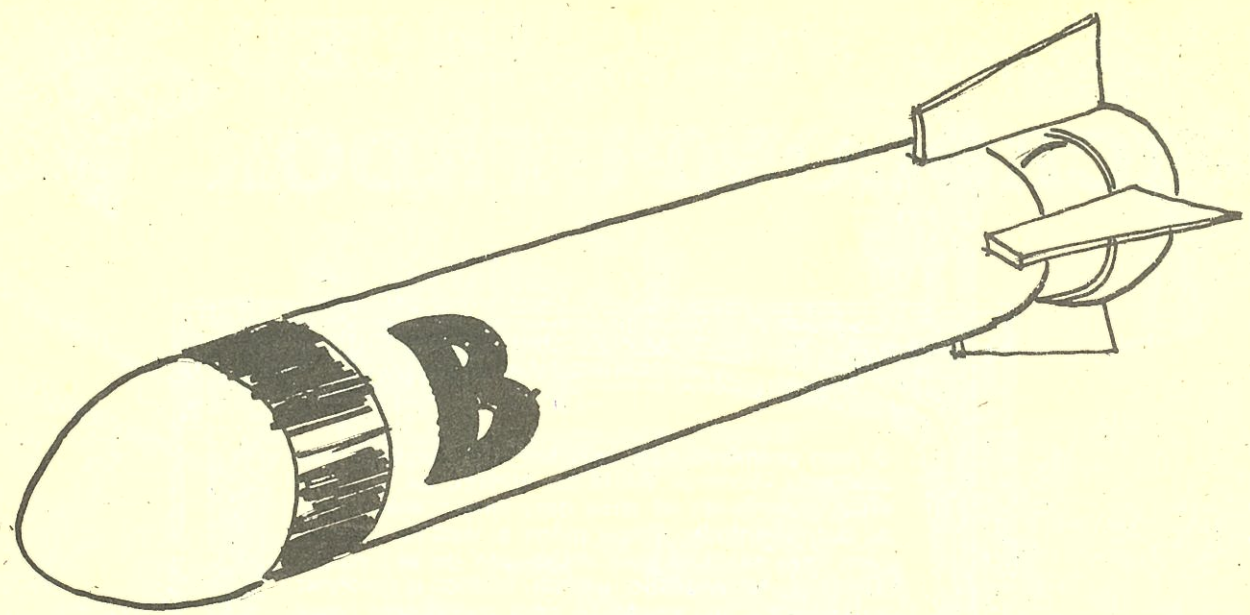


ENVIE-NOS OS SEUS PROGRAMAS ORIGINAIS E GANHE PRÉMIOS

Colabore connosco, enviando-nos o *seu programa original*, do seguinte modo:

1. Nome, morada, idade e n.º de telefone.
2. O programa de preferência em cassette, indicando o tipo e a capacidade do computador.
3. Uma descrição geral do jogo com as instruções necessárias.
4. Uma explicação detalhada da função das várias partes do programa.

Para: *JOGOS SORTIDOS* - Rua Duque de Palmela, 37, 2.º-Dto. – 1200 LISBOA



TORPEDO B

Jogo escrito por Adriano de Carvalho, para o Spectrum 48K ou 16K. Este nosso "jovem" leitor tem 62 anos e escreveu-o para alegria do seu neto. Esperamos que dê a mesma alegria aos muitos entusiastas destes agradáveis passatempos.

DESCRIÇÃO GERAL DO JOGO:

Trata-se de um jogo simples em que um submarino armado de torpedos tenta evitar a passagem de navios de guerra inimigos. Os impactos têm tantos mais pontos, quanto menos torpedos forem utilizados em cada disparo. Sempre que o navio passa, o jogo pára podendo ser recomeçado com o registo do máximo de pontos atingidos.

Por sua vez o submarino está sujeito a ataques de bombas de profundidade lançadas pelo navio. Se for atingido perde-se direito aos pontos inclusive os máximos.

EXPLICAÇÃO DO PROGRAMA:

Na linha 1, o Poke 23658,8 é como se sabe um dispositivo para obrigar o teclado a maiúsculas.

A linha 2 dá as indicações para o jogo.

As linhas 4 a 14 são respeitantes aos gráficos, pelo que nas linhas 140 e 190 as respectivas letras devem ser metidas em modo gráfico. Nas linhas 20 a 100 encontram-se as variáveis cujas funções são:

r – n.º de pontos máximo; s – score normal; x – coordenada horizontal do submarino; y – coordenada vertical do torpedo; p – n.º de pontos por cada impacto; n – coordenada horizontal do navio; c – coordenada horizontal do torpedo; ss – estabelece a condição do submarino (activo ou afundado); yy – coordenada vertical das bombas de profundidade.

As linhas 120 e 130 proporcionam os comandos do submarino.

A linha 160 dá o movimento do navio em forma semi-aleatória.

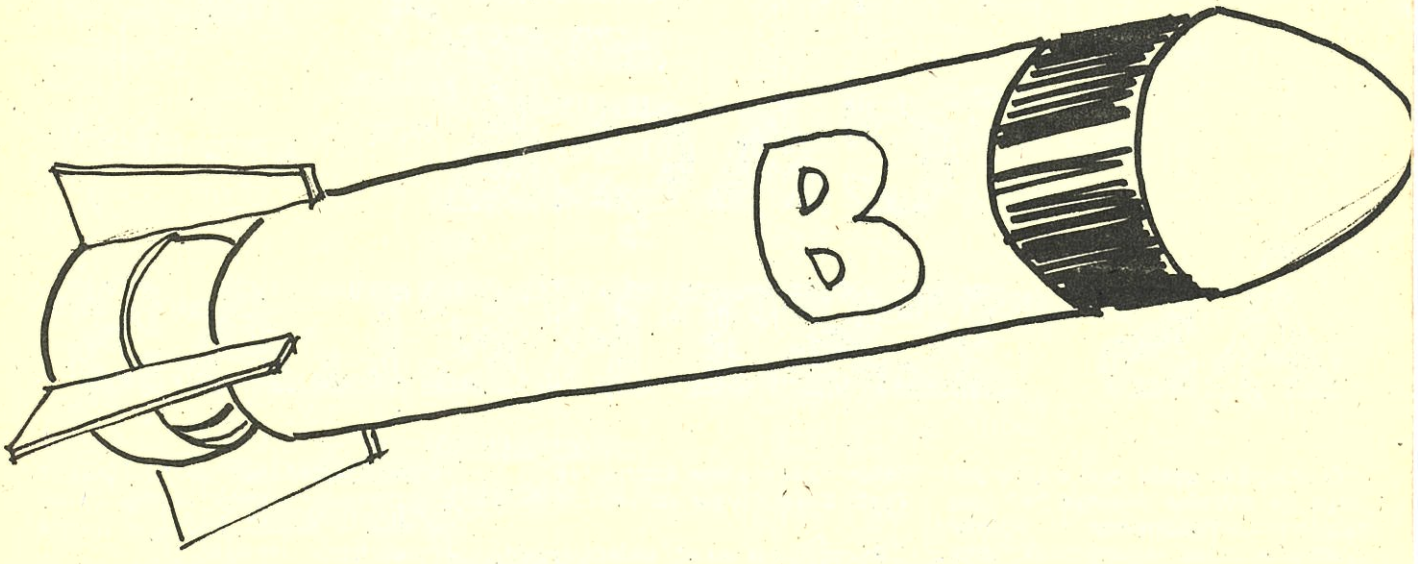
A linha 213 dá o comando do disparo do torpedo.

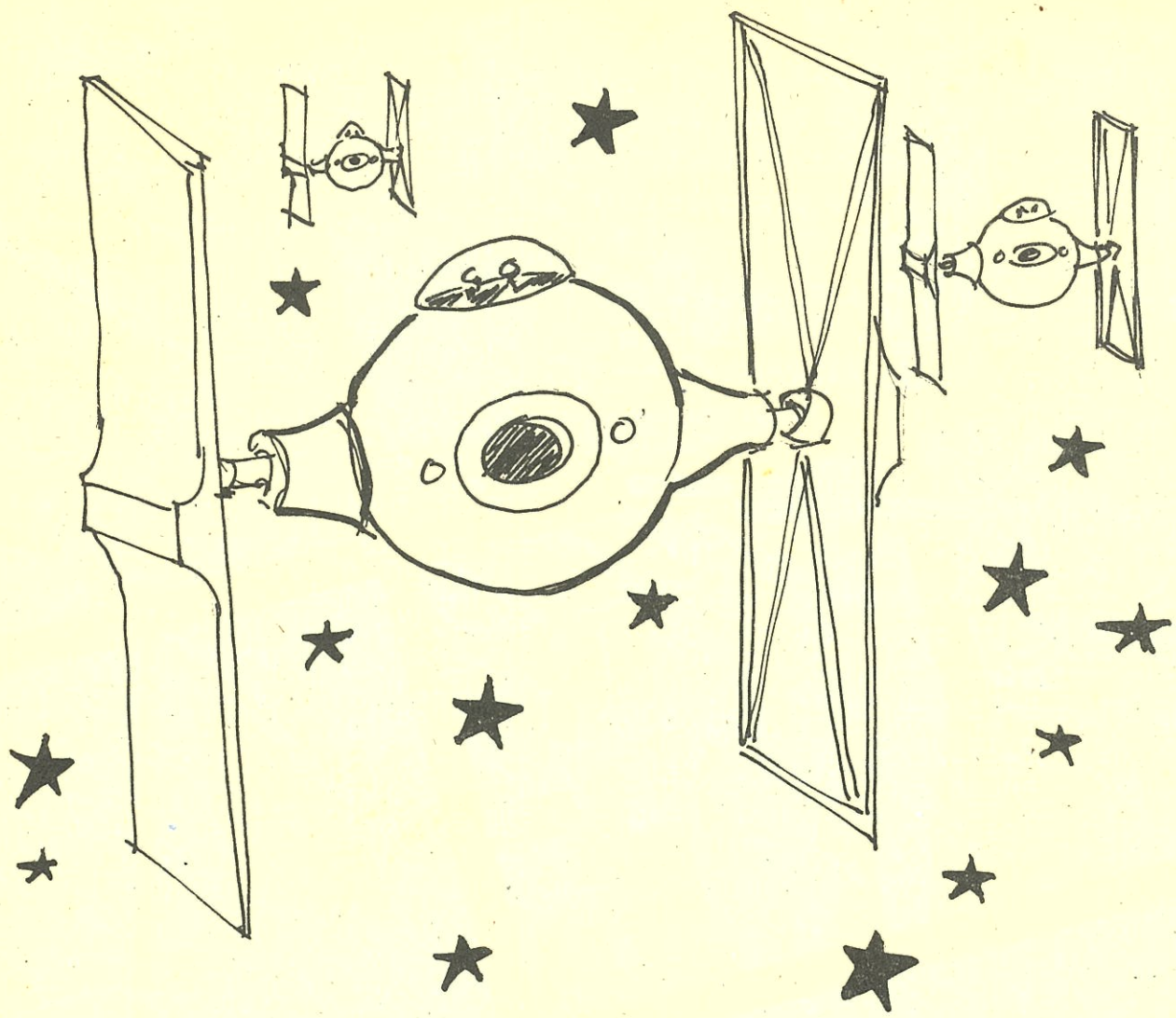
As condições de impacto do navio e do submarino são concretizadas respectivamente nas linhas 270 e 208 com a utilização da função SCREEN§, cujo valor depende dos atributos (cor) do alvo.

A linha 160 estabelece também a condição de passagem do navio (n › 29).

```
   1 BORDER 6: PAPER 5: POKE 236
58,8
   2 CLS : PRINT AT 2,2;"''''##
TORPEDO ##''';@ A,C,34) ;"''''"  T
U VAIS SER COMANDANTE DE UM"''SU
BMARINO QUE VAI TENTAR AFUNDAR E
 IMPEDIR A PASSAGEM DE NAVIOS IN
IMIGOS.""Poupa torpedos e cuida
do com as bombas de profundidade
...""''"   Comandos:"'"      5-Esq.
  8-Dir.  0-Disparo"
   3 PRINT #0;"1 tecla p/inicio"
: PAUSE 0
   4 RESTORE : LET ss=0
   5 FOR a=1 TO 6: READ a$: FOR
t=0 TO 7: READ b
   6 POKE USR a$+t,b
   7 NEXT t: NEXT a
   9 DATA "f",0,0,0,31,3,12,255
,255
  10 DATA "g",56,56,56,57,57,255
,255,255
```

```
  11 DATA "h",0,0,0,240,192,255,
254,252
  12 DATA "i",0,0,0,0,0,253,253,
125
  13 DATA "j",58,58,58,58,58,253
,253,253
  14 DATA "k",0,0,0,0,0,253,253,
252
  15 CLS
  20 LET r=0
  25 LET x=20: LET s=0
  30 LET p=0
  40 LET s=s+p
  50 CLS
  60 PRINT AT 0,20;"Pontos-";s
  70 LET p=0
  80 LET n=1
  90 LET y=20
 100 LET c=0
 105 PRINT AT 8,0; INK 1;"
                                "
 110 PRINT AT 20,x;" "
 120 IF INKEY$="5" AND X>0 THEN
LET X=X-1
 130 IF INKEY$="8" AND X<28 THEN
 LET X=X+1
 140 PRINT AT 20,x; INK 1;" IJK
"
 150 PRINT AT p,n;" "
 160 LET n=n+(RND/1.5): IF n>29
THEN PRINT AT 0,0;"ESTE PASSOU..
.": BEEP 3,10: BEEP 2,0
 165 IF n>29 THEN PRINT #0;"Mais
?(S/N)": PAUSE 0: IF PEEK 23556=
83 THEN GO TO 25
 167 IF n>29 THEN GO TO 1
 170 LET p=10
 180 IF s>r THEN LET r=s
 185 PRINT AT 2,20;"Max-";r
 190 PRINT AT 7,n-1; INK 3;" FGH
": 'BEEP .01,RND*50
 195 IF n<12 THEN LET yy=(9+n)
 197 IF n>12 AND n<21 THEN LET y
y=10+(n-10)
 198 IF n>21 THEN LET yy=10+(n-1
9)
 200 PRINT AT yy,(n+2); INK 7;"o
"
 205 PRINT AT yy-1,(n+1);" "
 208 IF CODE SCREEN$ (20,x+2)=11
1 THEN PRINT AT yy,n-1;"**   SS
afundado!!!": BEEP 5,8: LET ss=1
: PRINT #0;"Mais?(S/N)": PAUSE 0
: IF PEEK 23556=83 THEN GO TO 4
 212 IF ss=1 THEN GO TO 1
 213 IF c=0 AND INKEY$="0" THEN
LET c=x+1
 215 IF INKEY$="0" THEN LET p=p-
1
 220 IF c=0 THEN GO TO 110
 230 PRINT AT y,c+1;" "
 240 LET y=y-1
 245 IF y<7 THEN LET s=s-3
 250 IF y<7 THEN GO TO 90
 260 PRINT AT y,c+1;"!"
 270 IF CODE SCREEN$ (7,n+1)=38
THEN FOR w=1 TO 5: PRINT AT y,c+
1;"*": PRINT "AFUNDADO!!!": BEEP
 .5,15: NEXT w: GO TO 40
 275 IF s>r THEN LET r=s
 280 GO TO 110
 300 SAVE "Torpedo B" LINE 1
 310 PRINT " VERIFY ": VERIFY ""
```





CAÇA ÀS ESTRELAS

O objectivo deste jogo é o de dar caça às estrelas (inverse '*') que nascem continuamente. Se houver quatro estrelas sobrepostas, uma das suas vidas estará perdida. A sua tarefa é evitar que se forme um tal agrupamento de estrelas, destruindo-as à medida que se formam. Se as atingir, serão destruídas, mas não por muito tempo.

O jogo termina quando terminarem as suas vidas que, à partida, são três. Se bater o recorde da pontuação pode fazer entrar o seu nome (até treze caracteres), e, no fim do jogo, ficam à sua disposição as duas seguintes opções:

Tecla 1 para obter instruções.
Tecla 2 para jogar de novo.

Fazendo «1» ou «2» obterá as respostas apropriadas. Também lhe é oferecida uma vida suplementar se atingir os 2000 pontos.

O programa está dividido em duas partes, BASIC e código máquina. Este último imprime o resultado em caracteres invertidos no lado superior esquerdo do écran. Nessa altura, acrescenta 10 pontos.

Antes de mais, introduza o «code loader» e faça RUN. O computador mostra uma série de memórias e pedir-lhe-á para INPUT alguns números que são dados na figura 1 (Disassembly listing). De seguida introduza a BASIC listing e estará pronto para começar.

Os caracteres gráficos na linha 310 são caracteres na chave «A».

Para poupar (SAVE) o jogo, introduza GOTO 9000. O jogo faz o SAVE automático e, só depois, começa. Se entender que o resultado necessário para ganhar uma vida suplementar, é muito alto, então altere a linha 830 conforme desejar.

LISTAGEM BASIC

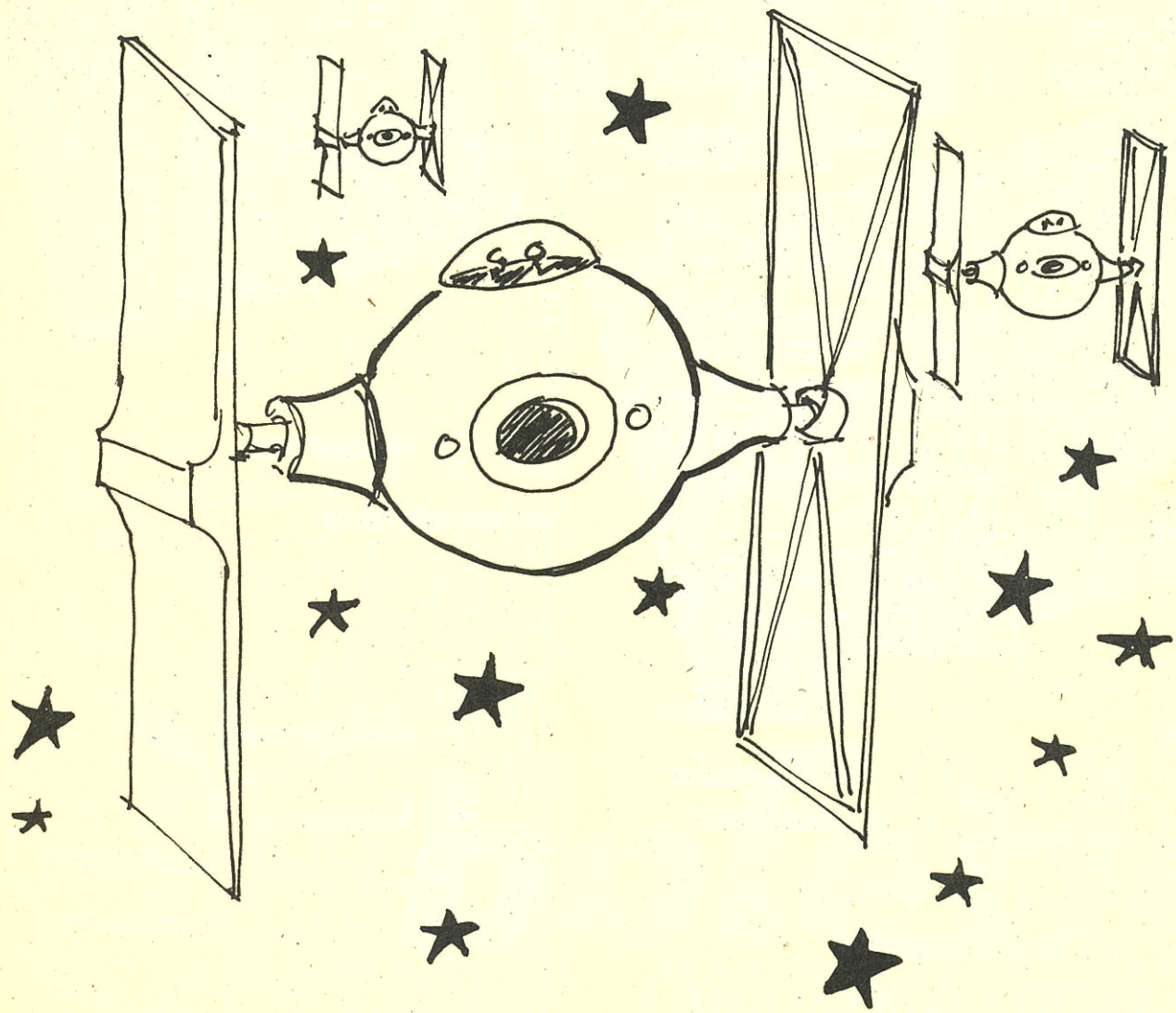
Linhas
1 – Código máquina
10-90 – Torna o écran negro e constrói as variáveis
99-210 – Imprime as instruções no écran
220-390 – Imprime o écran
399-460 – Variáveis usadas na rotina de disparo
470-480 – Rotina da chave de partida
489-840 – Programa principal
999-1040 – Move a nave para a esquerda
1999-2040 – Move a nave para a direita
2999-3230 – Sub-rotina do disparo da nave
3999-4210 – Rotina da «perda da vida»
4999-5060 – Imprime as vidas no écran
5999-7530 – Rotina do fim do jogo e imprime as instruções
7999-8300 – Introduz o nome e o resultado mais alto
8499-8610 – Rotina da vida suplementar
8999-9030 – Rotina do SAVE

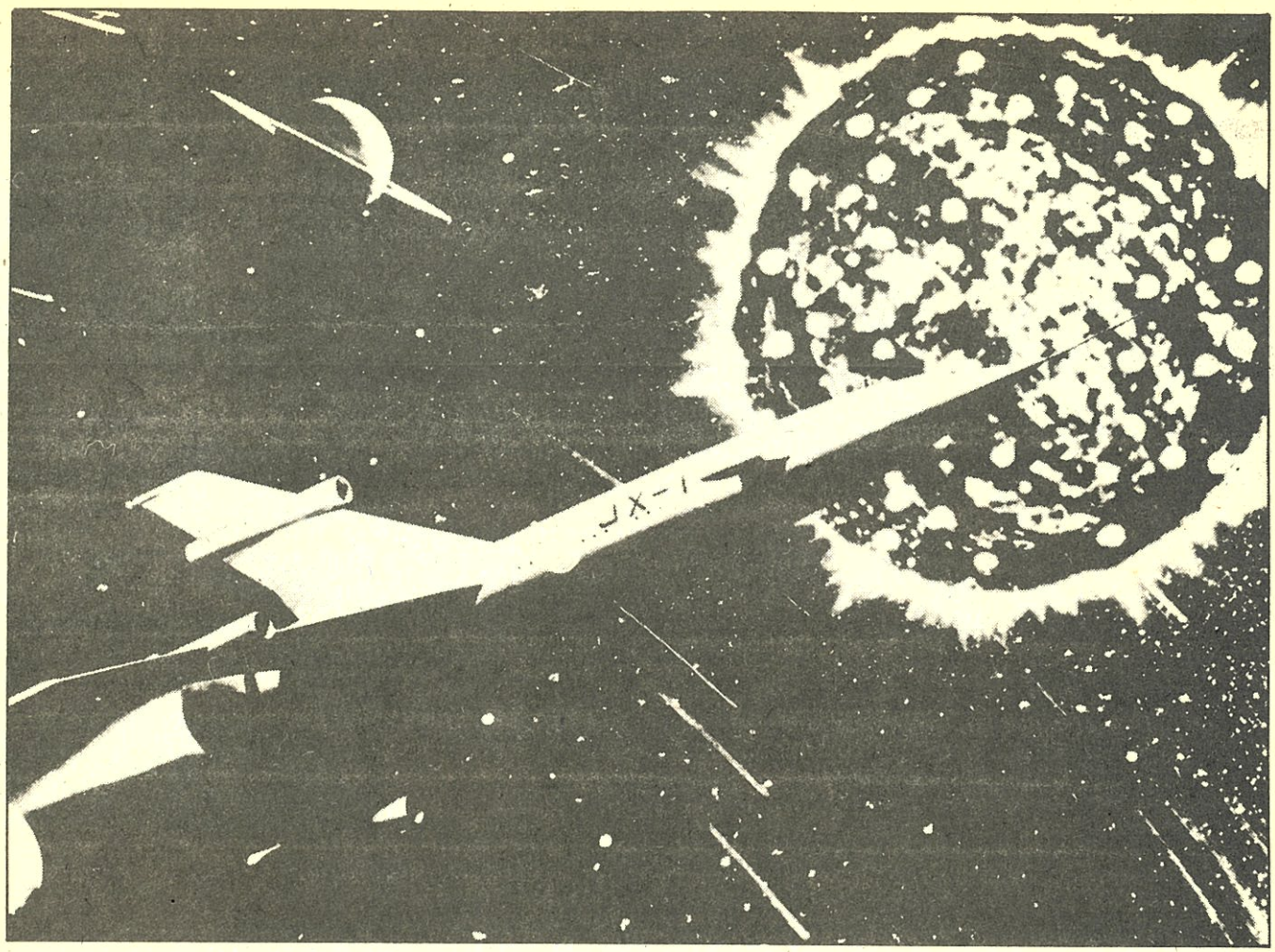
```
  1 REM U?E£RND)  ";6 RNDE£RND)£
;0 F/ PRINT ?TAN  XXXX
  10 POKE 16418,0
  20 LET B$="
"
  50 LET H$="00000"
  60 LET HI=0
  70 LET I$="............."
  99 REM
 100 GOSUB 1000
 105 PRINT AT 2,10;"
";TAB 10;"
";TAB 10;"
"
 110 PRINT AT 6,5;"
";AT 7,5;"
"

 120 PRINT AT 8,5;"
";AT 9,5;"
"
 130 PRINT AT 10,5;"
";AT 11,5;"
";AT 12,5;"
"
 140 PRINT AT 14,5;"
";AT 15,5;"
";AT 15,12;
"
";AT 16,12;"
"

 150 PRINT AT 18,5;"
";H$
 160 PRINT AT 20,5;"
";AT 20,8;
I$
 200 PRINT AT 23,4;"
"
 210 IF INKEY$="" THEN GOTO 210
 220 LET SC=0
 230 LET LV=3
 240 LET V$="
"
 250 GOSUB 1000
 300 PRINT AT 3,10;"
";TAB 10;"
"
 310 PRINT AT 8,10;"
";AT 14,10;"
"
 320 PRINT AT 9,15;"
"
 330 PRINT AT 16,12;"
"
 340 PRINT AT 18,8;"
"
 350 PRINT AT 8,23;"
";V$
 360 PRINT AT 20,5;"
";H$;AT 22,5;"
";AT 22,8;I$
 370 PRINT AT 0,2;"
"
 399 REM
 400 DIM P(11)
 455 LET D=15
 470 IF INKEY$<>"M" THEN GOTO 47
0
 489 REM
 490 PRINT AT 16,0;B$;AT 18,0;B$
 500 LET A=USR 16516
 510 LET SC=SC+10
 520 LET D$=INKEY$
 530 LET D=D-(INKEY$="Z" AND D>1
0)+(INKEY$="X" AND D<20)
 540 PRINT AT 9,D-1;"
"
 550 IF D$="M" THEN GOSUB 3000
 600 LET F=INT (RND*11)+10
 610 LET B=INT (RND*4)+10
 620 IF PEEK (PEEK 16396+256*PEE
K 16397+B*33+F+1)=151 THEN GOTO
600
 650 PRINT AT 8,F;"
"
 700 LET P(F-9)=P(F-9)+1
 710 IF P(F-9)=4 THEN GOTO 4000
 800 LET A=USR 16526
 820 LET SC=SC+10
 830 IF SC=2000 THEN GOSUB 8500
 840 GOTO 520
1000 FOR A=0 TO 23
1010 PRINT AT A,0;B$
1020 NEXT A
1030 RETURN
2000 FOR M=9 TO 13
2010 PRINT AT M,0;B$
2020 NEXT M
2030 PRINT AT 16,0;B$;B$
2040 RETURN
2999 REM
3000 FOR Z=10 TO 13
3010 PRINT AT Z,D;"
"
3020 NEXT Z
3200 FOR X=10 TO 13
3210 PRINT AT X,D;"
"
3220 NEXT X
3225 LET P(D-9)=0
3230 RETURN
3999 REM
4000 LET LV=LV-1
4010 IF LV>0 THEN PRINT AT 16,9;
"
"
4020 IF LV=0 THEN GOTO 6000
4030 GOSUB 5000
4040 FOR V=0 TO 50
4050 NEXT V
4060 DIM P(11)
4070 LET D=15
4100 GOSUB 2000
4200 PRINT AT 9,D;"
"
4210 GOTO 520
4999 REM
5000 LET V$=CHR$ (LV+156)
5050 PRINT AT 8,29;V$
5060 RETURN
5999 REM
6000 FOR U=0 TO 20
6010 PRINT AT 11,1;"
"
6020 FOR B=0 TO 1
6030 NEXT B
6040 PRINT AT 11,1;"
"
6050 NEXT U
6060 GOSUB 5000
7000 IF SC>HI THEN GOSUB 8000
7010 PRINT AT 16,0;B$;B$
7020 PRINT AT 16,3;"
"
7030 PRINT AT 17,3;"
```

```
[illegible]"
7040 LET LV=3
7050 LET SC=0
7060 GOTO 7060-(6960 AND INKEY$=
"1")+(40 AND INKEY$="2")
7100 GOSUB 2000
7160 LET V$="[illegible]"
7170 GOTO 320
7999 REM [illegible]
8000 PRINT AT 16,5;"[illegible]
[illegible]";AT 17,5;"[illegible]
[illegible]"
8020 POKE 16418,2
8060 INPUT I$
8070 IF LEN I$>13 THEN GOTO 8060
8080 FOR H=1 TO LEN I$
8100 LET L=CODE I$(H)
8110 IF L<129 THEN LET I$(H)=CHR
$ (L+128)
8120 IF L>128 THEN LET I$(H)=CHR
$ (L-128)
8130 NEXT H
8140 POKE 16418,0
8150 PRINT AT 22,0;B$;B$
8200 LET HI=SC
8210 LET J$=STR$ HI
8220 LET H$=H$( TO 5-LEN J$)
8230 FOR X=1 TO LEN J$
8240 LET H$=H$+CHR$ (CODE J$(X)+
128)
8250 NEXT X
8260 PRINT AT 20,16;H$
8270 PRINT AT 22,5;"[illegible]";AT 22,8;
I$
8300 RETURN
8499 REM [illegible]
8500 FOR G=1 TO 20
8510 PRINT AT 16,10;B$( TO 10)
8520 LET R=RND*RND
8540 PRINT AT 16,10;"[illegible]"
8550 NEXT G
8560 LET LV=LV+1
8570 GOSUB 5000
8580 FOR L=1 TO 10
8590 NEXT L
8600 PRINT AT 16,10;B$( TO 10)
8610 RETURN
9000 SAVE "STARFIGHTER"
9010 CLS
9020 SLOW
9030 RUN
```





MOONIRON

Escrito por Christopher Herbert, MOONIRON é um jogo aliciante que o manterá preso ao seu computador durante muitas horas. Sem se enfastiar...

Alguém tratou de roubar o Cristal de Mooniron e guardá-lo na nave espacial. Ora o Cristal é indispensável à vida em Mooniron e é vital recuperá-lo. Como de costume, o nosso amigo Rob Ot foi encarregado de o ir buscar ou não fosse ele o elemento sempre destacado para as missões mais complicadas.

Esta é uma missão que só o Rob Ot poderá concluir com êxito. Mas os problemas são muitos porque terá que atravessar cinco salas e, em cada uma delas, recolher três embalagens luminosas que guardará em segurança.

Entretanto, o perigo espreita a cada momento porque as hordas maléficas aproveitarão cada oportunidade que se lhes deparar para lhe tirarem a vida.

Surpresas também não faltam. Mas, em contrapartida, o Rob Ot terá, à sua disposição, uma vida suplementar (que bem merece) e um prémio, à saída de cada sala.

A chave dos «user defined graphics» ajudará quando tiver que entrar com os símbolos.

```
  1 INK 0: PAPER 0: PRINT AT 20
,0;: GO SUB 600: LET F$="": LET
KEY=1: LET JOY=0: GO SUB 1200: D
IM M$(3): LET SON=1: LET M$(1)="
1": LET M$(2)="2": LET M$(3)="L"
: LET HI=40: GO TO 50
  2 LET T=0: LET S=166: RESTORE
 12: GO SUB 3: LET T=11: RESTORE
 12: LET S=166: GO SUB 3: LET T=
24: RESTORE 12: LET S=166: GO SU
B 3: LET T=-7: RESTORE 20: LET S
=80: GO SUB 3: LET T=21: RESTORE
 12: LET S=166: GO SUB 3: RESTOR
E 20: LET S=80: LET T=6: GO SUB
3: GO TO 11
  3 FOR g=1 TO S
  4 READ D: BEEP .1,D+T:
  9 IF INKEY$<>"" THEN GO TO 30
 10 NEXT G: RETURN
 11 GO TO 30
```

```
12 DATA -12,0,-12,3,7,7-12,0,-12,3,7
13 DATA -24,5,5-12,8,12,-24,5,5-24,8,12
14 DATA -24,-2,-2-24,2,5,5-24,-2,-2-24,2,5
15 DATA -24,3,3-24,7,10,10-24,3,3-24,7,10-24
16 DATA -24,-4,-4-24,0,3,3-24,-4,-4-24,0,3-24
17 DATA -24,1,1-12,5,8,8-12,1,1-12,5,8
18 DATA -24,-5,-5-12,-1,2,2-12,-5,-5-12,-1,2
19 DATA -24,0,-24,3,7,7-24,0,-12,3,7,7-12,7-12,0,-24,-12,0,-24
20 DATA -24,0,-12,-12,7,7-12,0,-12,-12,7-12
21 DATA -24,5,5-24,5-12,12,12-24,5,5-24,-12,12
22 DATA -24,-2,-2-24,-2-24,5,5-24,-2,-2-24,-2-24,5
23 DATA -24,3,3-24,3-24,10,-24,3,3-24,3-24,10
24 DATA -24,-4,-12,-12,3,-12,-4,-24,-12,3
25 DATA -24,1,-24,-12,8,-12,1,-24,-12,8
26 DATA -24,-5,-24,-12,2,-12,-5,-24,-25,2
27 DATA -12,0,-12,-12,7,-12,0,-12,-12,7
30 IF INKEY$="1" THEN GO TO 2100
31 IF INKEY$="3" AND JOY=0 THEN BEEP .05,35: LET JOY=1: LET KEY=0: PRINT AT 11,8; INK 6; BRIGHT 1; FLASH 1;"3: KEMPSTON": PRINT AT 14,8; INK 4; BRIGHT 1; FLASH 0;"4: KEYBOARD"
32 IF INKEY$="4" AND KEY=0 THEN LET KEY=1: LET JOY=0: BEEP .05,35: PRINT AT 14,8; INK 4; BRIGHT 1; FLASH 1;"4: KEYBOARD": PRINT AT 11,8; INK 6; BRIGHT 1; FLASH 0;"3: KEMPSTON"
40 IF INKEY$="2" THEN GO TO 300
41 IF INKEY$="0" THEN GO TO 70
42 GO TO 30
50 GO SUB 51: GO TO 60
51 PRINT AT 0,0; BRIGHT 1;"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓";AT 20,0;"▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓": FOR G=0 TO 21: PRINT AT G,0; BRIGHT 1;"▓▓";AT G,30;"▓▓": NEXT G
52 PRINT AT 0,0;"█";AT 1,0;"█";AT 0,30;"█";AT 1,30;"█";AT 20,0;"█";AT 21,0;"█";AT 20,30;"█";AT 21,30;"█": RETURN
53 RETURN
60 POKE 23658,8: PRINT AT 1,10; INVERSE 1;" MOONIRON ";AT 20,8;" © 1985 E.W.F "
61 PRINT AT 5,8; INK 5; BRIGHT 1;"1: INSTRUCTIONS";AT 8,8; INK 4;"2: DEFINE KEYS";AT 11,8; INK 6; BRIGHT 1;"3: KEMPSTON";AT 14,8; INK 4; BRIGHT 1;"4: KEYBOARD";AT 17,8; INK 7; BRIGHT 1;"0: PLAY GAME"
62 IF KEY=1 THEN PRINT AT 14,8; INK 4; BRIGHT 1; FLASH 1;"4: KEYBOARD"
63 IF JOY=1 THEN PRINT AT 11,8; INK 6; BRIGHT 1; FLASH 1;"3: KEMPSTON"
64 GO TO 2
100 REM MAIN LOOP
101 FOR G=2 TO 19: PRINT AT G,2;"                            ": NEXT G
102 LET L$="GET READY FOR YOUR MISSION": FOR G=1 TO LEN L$: PRINT AT 3,2+G; BRIGHT 1;L$(G): BEEP .0009,55: BEEP .0009,50: BEEP .0009,60: NEXT G
103 FOR Y=1 TO 7: BEEP .07,6: BEEP .07,5-24: BEEP .07,6-12: NEXT Y: FOR Y=1 TO 5: BEEP .07,1: BEEP .1,0-24: BEEP .07,-11: NEXT Y: FOR Y=1 TO 9: BEEP .07,6: BEEP .07,5-24: BEEP .07,6-12: NEXT Y
105 FOR G=0 TO 21: PRINT AT G,0;"                                ": NEXT G: GO SUB SCR
106 FOR G=1 TO 2
107 PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7; BRIGHT 0;H$(G);AT X,Y-1;" ";AT X,Y+1;" ";AT X-1,Y-1;" ";AT X-1,Y+1;" "
108 IF JOY=1 THEN GO SUB 9000: GO TO 113
109 IF INKEY$=M$(1) AND Y>1 THEN LET Y=Y-1: LET RITE=0: BEEP .0009,55
110 IF INKEY$=M$(2) AND Y<30 THEN LET Y=Y+1: LET RITE=1: BEEP .0009,55
111 IF INKEY$=M$(3) AND Y+4<31 AND RITE=1 THEN PRINT AT X,Y-1;" ";AT X,Y+1;" ": GO SUB 1050
112 IF INKEY$=M$(3) AND Y-4>0 AND RITE=0 THEN PRINT AT X,Y-1;" ";AT X,Y+1;" ": GO SUB 1000
113 IF SCREEN$ (X+1,Y)=" " THEN GO SUB 200
117 IF BALL=1 THEN LET Y1=Y1-1
118 IF Y1=5 THEN LET BALL=2
119 IF BALL=2 THEN LET Y1=Y1+1
120 IF Y1=23 THEN LET BALL=1
121 PRINT AT X1,Y1; INK 5; BRIGHT 1;"♣";AT X1,Y1-1; INK 0;" ";AT X1,Y1+1;" ";AT X1+INT,Y1; INK 5; BRIGHT 1;"♣";AT X1+INT,Y1-1; INK 0;" ";AT X1+INT,Y1+1;" ";AT X1+INT*2,Y1; INK 5; BRIGHT 1;"♣";AT X1+INT*2,Y1-1; INK 0;" ";AT X1+INT*2,Y1+1;" "
124 GO SUB 400: NEXT G: GO TO 106
200 REM FALLING
201 PRINT AT X,Y-1;" ";AT X,Y+1;" ";AT X-1,Y-1;" ";AT X-1,Y+1;" "
202 LET X=X+1: PRINT AT X-2,Y;" ";AT X,Y;B$(G);AT X-1,Y;H$(G): OUT 254,0: BEEP .008,55-X: OUT 254,63-X: OUT 254,54+X: OUT 254,7: BORDER 0
203 IF SCREEN$ (X+1,Y)=" " THEN GO TO 202
204 IF SCREEN$ (X+1,Y)<>" " THEN GO SUB 400: RETURN
300 REM DEFINE KEYS
301 FOR G=2 TO 19: PRINT AT G,2;"                            ": NEXT G
302 LET L$="DEFINE KEYS": FOR G=1 TO LEN L$: PRINT AT 3,9+G; BRIGHT 1;L$(G): BEEP .0009,50: BEEP .0009,55: BEEP .0009,60: NEXT G
303 LET M$(1)="?": PRINT AT 5,6; INK 5; BRIGHT 1;"KEY FOR LEFT "; INK 7;"?"
304 PRINT AT 5,19; FLASH 1;M$(1)
305 IF INKEY$<>"" THEN PRINT AT 5,19; FLASH 1; BRIGHT 1;INKEY$: LET M$(1)=INKEY$: PAUSE 5: PAUSE 10: GO TO 310
306 GO TO 304
310 LET M$(2)="?": PRINT AT 10,6; INK 6; BRIGHT 1;"KEY FOR RIGHT "; INK 7; FLASH 1;"?"
311 PRINT AT 10,20; FLASH 1;M$(2)
312 IF INKEY$<>"" THEN PRINT AT 10,20; FLASH 1; BRIGHT 1;INKEY$: LET M$(2)=INKEY$: PAUSE 5: PAUSE 10: GO TO 320
313 GO TO 311
320 LET M$(3)="?": PRINT AT 15,6; INK 4; BRIGHT 1;"KEY FOR JUMP "; INK 7; FLASH 1;"?"
321 PRINT AT 15,19; FLASH 1;M$(3)
322 IF INKEY$<>"" THEN PRINT AT 15,19; FLASH 1; BRIGHT 1;INKEY$: LET M$(3)=INKEY$: PAUSE 5: PAUSE 10: GO TO 330
323 GO TO 321
330 LET L$="HAPPY WITH THESE KEYS ?": FOR G=1 TO LEN L$: PRINT AT 18,3+G; BRIGHT 1;L$(G): BEEP .0009,50: BEEP .0009,55: BEEP .0009,60: NEXT G
331 IF INKEY$="Y" THEN FOR G=2 TO 19: PRINT AT G,2;"                            ": NEXT G: GO TO 60
332 IF INKEY$="N" THEN FOR G=2 TO 19: PRINT AT G,2;"                            ": NEXT G: GO TO 300
333 LET KEY=1: LET JOY=0: GO TO 331
400 REM CHECK
401 IF ATTR (X+1,Y)=70 AND BULB=0 THEN FOR T=0 TO 7: PRINT AT X+1,Y; INK T; BRIGHT 1;"□": BEEP .007,T+45: BEEP .008,T-4: NEXT T: FOR S=1 TO 40: OUT 254,54: OUT 254,0: NEXT S: BORDER 0: LET BULB=1: LET SCORE=SCORE+10: PRINT #0;AT 1,8;SCORE
402 IF ATTR (X+1,Y)=250 AND BULB=1 THEN LET WIN=WIN+1: FOR T=1 TO 10: BEEP .005,T+20: OUT 254,T: BEEP .005,T+25: BEEP .005,T+30: NEXT T: LET BULB=0: BORDER 0: IF WIN=3 THEN GO SUB 500
403 IF ATTR (X+1,Y)=25 AND BULB=1 AND WIN=2 THEN GO SUB 500: LET BULB=0: LET WIN=0
404 IF ATTR (X+1,Y)=249 THEN GO SUB 1300
405 IF ATTR (X+1,Y)=69 THEN GO SUB 750: IF LIFE<0 THEN GO TO 700
406 IF ATTR (X,Y)=69 THEN GO SUB 750: IF LIFE<0 THEN GO TO 700:
 REM XXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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XXXXXXXX THEN THEN THEN THEN TH
EN THEN THEN THEN THEN THEN THEN
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STOP XXXXXXXX TO TO TO TO :;; TO
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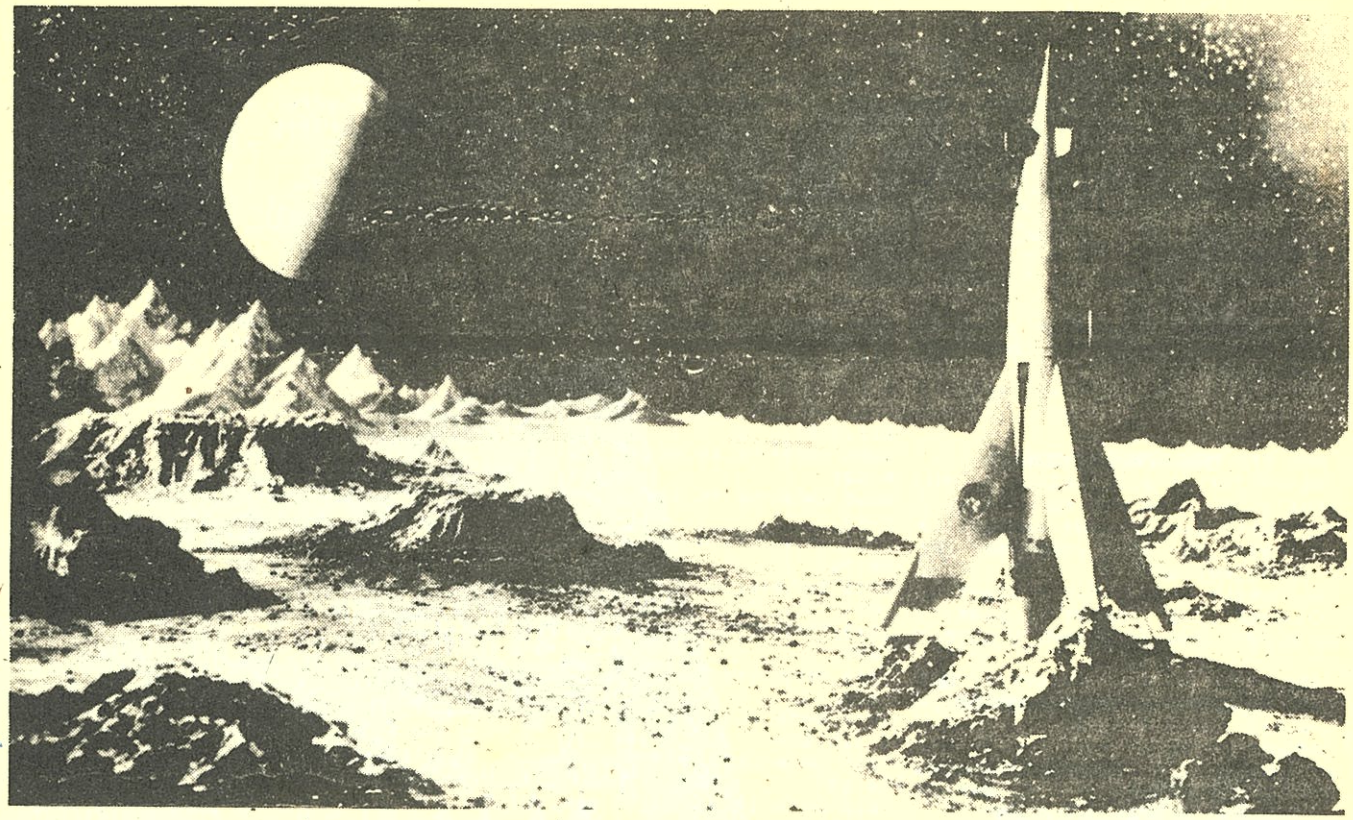

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TO
 407 IF ATTR (X,Y)=69 THEN GO SU
B 750: IF LIFE<0 THEN GO TO 700
 410 RETURN
 500 REM A NEW SCREEN
 501 FOR G=1 TO 21: PRINT AT G,0
; BRIGHT 1;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒";AT G-1,1;"
                              ": NEXT G
 502 FOR H=1 TO 3: LET L$="BONUS
": FOR K=1 TO LEN L$: PRINT AT 5
,11+K; INK RND*7; BRIGHT RND;L$(
K): NEXT K: NEXT H
 503 FOR G=1 TO 7: PRINT AT 5,12
; INK G; BRIGHT 1;"BONUS": BEEP
 .009,25+G: BEEP .0009,40+G: BEEP
 .0009,50+G: NEXT G
 505 FOR I=1 TO 15: LET SCORE=SC
ORE+1: PRINT #0;AT 1,8;SCORE: BE
EP .005,45: NEXT I
 507 LET BULB=0: LET WIN=0: LET
X=18: LET Y=2
 508 IF SCORE>50 AND SCORE<100 O
R SCORE>150 AND SCORE<200 OR SCO
RE>250 AND SCORE<300 OR SCORE>30
0 AND SCORE<400 THEN GO TO 546
 510 GO TO 549
 546 LET L$="AN EXTRA LIFE:": FO
R T=1 TO LEN L$: PRINT AT 8,8+T-
1; INK 6; BRIGHT 1;L$(T): BEEP .
0009,60: BEEP .0009,55: BEEP .00
09,50: NEXT T: GO SUB 547: LET L
IFE=LIFE+1: GO SUB 547: GO TO 54
9
 547 PRINT AT 10,14; BRIGHT 1;H$
(2);AT 11,14;B$(1);" "; INK 5;LI
FE: BEEP .009,50: RETURN
 549 PAUSE 25
 550 IF FWD=1 THEN LET SCR=SCR+1
00
 551 IF BWD=1 THEN LET SCR=SCR-1
00
 552 IF SCR=3500 THEN GO SUB 350
0: GO SUB 500
 560 FOR T=7 TO 0 STEP -1: PAPER
 T: CLS : NEXT T: GO SUB SCR: RE
TURN
 600 REM VARIABLES
 601 LET CV=1: LET F=1: LET P=7:
LET RITE=0: LET X=19: LET Y=3
 602 LET X1=5: LET Y1=10
 603 LET H$="🏠🏠": LET B$="🚀"
 604 LET SCORE=0: LET LIFE=3
 605 LET SCR=3000: LET WIN=0
 606 LET BULB=0: LET BALL=1: LET
SCRE=0
 607 RETURN
 700 REM GAME-OVER
 701 FOR G=1 TO 21: PRINT AT G,0
; BRIGHT 1; INK 5;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒";AT G-1,0;"
": BEEP .0009,35: NEXT G
 702 CLS : GO SUB 51
 703 PRINT AT 1,10; INVERSE 1;"
GAME OVER ": IF SCORE>HI THEN GO
 SUB 1400
 704 PRINT INK 4; BRIGHT 1;AT 5,
3;"SCORE: "; INK 7;SCORE: PRINT
AT 10,3; INK 5; BRIGHT 0;"SCREEN
: "; INK 7; BRIGHT 1;SCRE: FOR G
=1 TO 5 STEP 2: PRINT AT 4+G,15;
 BRIGHT 1;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒";AT 4+
G+1,15;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒": NEXT G:
 PRINT AT 7,21; INK 6;"🏠";AT 8,2
1;"🚀"
 705 IF F$="" THEN LET N$="NOBOD
Y"
 706 IF F$<>"" THEN LET N$=F$
 707 PRINT AT 15,3; INK 7; BRIGH
T 1;"HIGH: "; INK 3;HI; INK 7;"
,SET BY: "; INK 3;N$: PRINT AT 1
8,8;"OVERALL RATING";AT 13,7;"▒▒
▒▒▒▒▒▒▒▒▒▒▒▒"
 708 IF SCORE<50 THEN PRINT AT 2
0,11; FLASH 1; BRIGHT 1; PAPER 6
; INK 4;"PATHETIC"
 709 IF SCORE>50 AND SCORE<80 TH
EN PRINT AT 20,11; BRIGHT 1; INK
 5;"NOT BAD"
 710 IF SCORE>100 THEN PRINT AT
20,14; BRIGHT 1; INVERSE 1; INK
3;"FAIR"
 711 IF SCORE>150 THEN PRINT AT
20,14; BRIGHT 1; INVERSE 1; INK
6;"GOOD"
 712 IF SCORE>200 THEN PRINT AT
20,11; FLASH 1;"VERY GOOD"
 713 IF SCORE>300 THEN LET L$="B
RILLIANT": FOR G=1 TO LEN L$: PR
INT AT 20,10+G; INK INT (RND*7)+
2; BRIGHT 1;L$(G): BEEP .0009,50
: BEEP .0009,60: BEEP .0009,55:
NEXT G
 714 IF SCORE>400 THEN PRINT AT
20,12; FLASH 1;"EXPERT"
 715 IF SCORE>500 THEN PRINT AT
20,11; INVERSE 1; BRIGHT 1;"CHAM
PION"
 716 IF SCORE>600 THEN PRINT AT
20,12; FLASH 1;"MASTER"
 724 RESTORE 725: FOR G=1 TO 49:
 READ D,F: FOR S=1 TO D: BEEP .0
6,F
 725 IF INKEY$<>"" THEN GO TO 73
6
 726 BEEP .05,F-12
 727 NEXT S: NEXT G
 735 DATA 5,4,4,9,2,9,2,11,5,12,
5,4,2,7,2,5,2,2,2,0,5,2,2,2,2,4,
4,5,2,5,2,7,2,5,2,4,2,2,2,0,4,7,
2,7,2,5,6,2,2,2,4,9,2,9,2,11,4,1
2,2,14,2,12,2,11,2,9,2,7,2,4,6,7
,2,4,2,5,2,7,2,9,2,11,4,12,2,4,2
,7,2,7,2,5,2,2,2,0,20,2
 736 GO SUB 600: PAUSE 1000: FOR
 G=2 TO 19: PRINT AT G,2;"
                              ": NEXT G:
 GO TO 60
 750 REM LOSE A LIFE
 751 IF LIFE<0 THEN GO TO 700
```

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 753 PRINT AT X-1,Y;" ": FOR S=1
 TO 15: PRINT AT X,Y; BRIGHT 0;"
";AT X,Y-1;" ";AT X,Y+1;" ": BE
EP .0009,50: PRINT AT X,Y; BRIGH
T 1;"";AT X-1,Y-1;" ";AT X-1,Y+
1;" ";AT X-2,Y;" ": BEEP .0009,4
5: NEXT S: PRINT AT X,Y; INK 0;"
 ": LET LIFE=LIFE-1: FOR S=15 TO
 2 STEP -1: PRINT AT BLO,S; INK
 5; PAPER 7; BRIGHT 1;" ": BEEP .
004,45: NEXT S
 754 FOR S=15 TO 2 STEP -2: PRIN
T AT BLO,S; INK 0;"  ": BEEP .00
5,25: NEXT S
 756 LET X=BLO: LET Y=3: PRINT A
T 0,26; BRIGHT 1;LIFE;" ": RETUR
N
 900 REM PRINT SCORE ETC.
 901 PRINT AT 0,0; BRIGHT 1; INV
ERSE 1;"": FOR F=1 TO LEN L$: P
RINT AT 0,0+F; BRIGHT 1;L$(F): B
EEP .0009,50: BEEP .0009,55: BEE
P .0009,60: NEXT F
 902 PRINT AT 0,1+F-1; BRIGHT 1;
 INVERSE 1;"": PRINT AT 0,25; I
NK 5;""; INK 7; BRIGHT 1;LIFE;"
 "
 903 PRINT AT 1,0; BRIGHT 1;"
                                ";A
T 0,31; INVERSE 1;""
 904 PRINT #0;AT 0,0; INK 7; PAP
ER 1; BRIGHT 1;"
                                ";AT 1,0;"SCOR
E  HIGH  SCREEN  "
 905 PRINT #0;AT 1,8; INK 7; PAP
ER 1; BRIGHT 1;SCORE;AT 1,18;HI;
AT 1,29;SCRE
 906 RETURN
1000 REM JUMP LEFT
1001 LET X=X-1: PRINT AT X,Y; IN
K 4; BRIGHT 1;B$(G);AT X-1,Y; IN
K 7; BRIGHT 0;H$(G): PRINT AT X,
Y+1;" ";AT X-1,Y+1;" ";AT X+1,Y;
" ";AT X,Y-1;" ";AT X,Y+1;" ";AT
 X-1,Y-1;" ";AT X-1,Y+1;" "
1002 FOR T=1 TO 4: LET Y=Y-1: GO
 SUB 1003: NEXT T: GO TO 1010
1003 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7; BRIGHT
 0;H$(G)
1004 PRINT AT X,Y+1;" ";AT X-1,Y
+1;" ";AT X+1,Y;" "
1005 BEEP .0009,55+T: RETURN
1010 LET X=X+1: PRINT AT X,Y; IN
K 4; BRIGHT 1;B$(G);AT X-1,Y; IN
K 7; BRIGHT 0;H$(G);AT X,Y+1;" "
;AT X-1,Y+1;" ";AT X-1,Y-1;" ";A
T X,Y+1;AT X,Y-1;" ";AT X-2,Y;"
": RETURN
1050 REM JUMP RIGHT
1051 LET X=X-1: GO SUB 1053: FOR
 T=1 TO 4: LET Y=Y+1: GO SUB 105
3: NEXT T: GO TO 1055

1052 PRINT AT X+1,Y;" ";AT X,Y;
INK 4; BRIGHT 1;B$(G);AT X-1,Y;
BRIGHT 0; INK 7;H$(G);AT X,Y-1;"
 ";AT X-1,Y-1;" ";AT X+1,Y;" "
1053 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7; BRIGHT
 0;H$(G);AT X,Y-1;" ";AT X,Y+1;"
 ";AT X+1,Y;" ";AT X-1,Y-1;" ":
BEEP .0009,55+T: RETURN
1054 RETURN
1055 LET X=X+1: PRINT AT X,Y; IN
K 4; BRIGHT 1;B$(G);AT X-1,Y; IN
K 7; BRIGHT 0;H$(G);AT X,Y-1;" "
;AT X,Y+1;" ";AT X-1,Y-1;" ";AT
X-1,Y+1;" ";AT X-2,Y;" ": RETURN
1199 REM GRAPHICS
1200 RESTORE 1200: FOR G=USR "A"
 TO USR "U"+7: READ S: POKE G,S:
 NEXT G: BORDER 0: PAPER 0: INK
7: BRIGHT 0: CLS
1201 DATA 60,94,191,179,94,94,60
,60
1202 DATA 0,60,94,191,179,94,94,
60
1203 DATA 126,102,190,166,188,39
,231,224
1204 DATA 126,126,101,125,61,228
,231,7
1205 DATA 255,0,255,255,170,85,1
70,85
1206 DATA 188,92,188,92,188,92,1
88,92
1207 DATA 193,171,163,183,181,18
9,255,255
1208 DATA 0,255,213,171,255,171,
213,255
1209 DATA 60,44,94,90,191,191,25
5,102
1210 DATA 60,78,191,191,126,60,4
4,24
1211 DATA 24,60,48,126,127,247,2
18,92
1212 DATA 31,32,64,127,127,85,42
,31
1213 DATA 255,0,0,255,255,85,170
,255
1214 DATA 240,8,4,252,252,84,168
,240
1215 DATA 255,129,129,129,129,12
9,129,255
1217 DATA 255,85,170,85,170,85,1
70,255
1218 DATA 126,249,241,225,197,14
1,129,126
1219 DATA 255,255,0,255,0,56,92,
76,76,92,56,0,255,255,0,255,231,
24,255,231,126,129,255,126
1220 DATA 255,127,122,84,44,40,4
8,48
1221 RETURN
1300 REM TELEPORT
1301 LET G=1: PRINT AT X,Y-1;" "
;AT X,Y+1;" ";AT X-1,Y-1;" ";AT
X-1,Y+1;" ": FOR F=7 TO 0 STEP -
1: PRINT AT X,Y; INK F; BRIGHT 1
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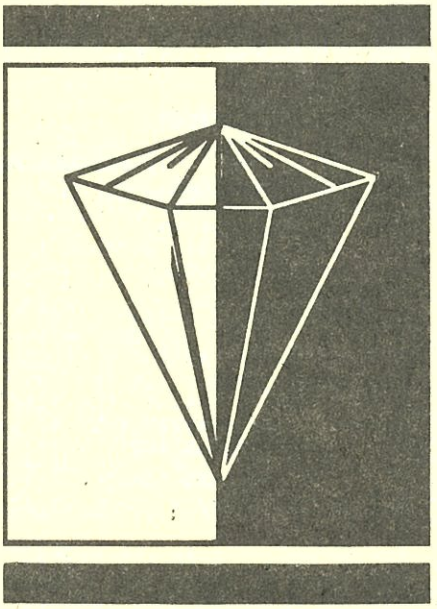

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;B$(G);AT X-1,Y;H$(G): BEEP .009
,45: BEEP .005,G+30: NEXT F: PRI
NT AT X,Y;" ";AT X-1,Y;" "
1302 LET TRE=INT (RND*3): LET Y=
INT (RND*28)+2
1303 IF TRE=1 THEN LET X=INT
1304 IF TRE=2 THEN LET X=INT*2
1305 IF TRE=3 THEN LET X=INT*3
1306 IF ATTR (X+1,Y)=69 THEN GO
TO 1302
1307 IF SCREEN$ (X+1,Y)=" " THEN
 GO TO 1302
1308 IF ATTR (X,Y)=71 THEN GO TO
 1302
1310 FOR T=0 TO 7: PRINT AT X,Y;
 INK T;B$(G);AT X-1,Y;H$(G): BEE
P .009,55: BEEP .005,33-T: NEXT
T: RETURN
1350 FOR R=LIX TO 3 STEP -1: PRI
NT AT R,YIX;"": NEXT R: RETURN
1400 REM HI SCORE
1401 LET HI=SCORE: LET F$="": FO
R G=2 TO 19: PRINT AT G,2;"
                              ": NEXT G
: PRINT AT 4,5; BRIGHT 1; INVERS
E 1;"YOU HAVE A HIGH SCORE";AT 1
6,4; INVERSE 0; INK 5;"PLEASE EN
TER YOUR NAME";AT 18,7; INK 6;"(
MAX 8 LETTERS)"
1402 POKE 23617,238: INPUT F$
1403 IF LEN F$>8 THEN GO TO 1402
1405 FOR G=2 TO 19: PRINT AT G,2
;"                              ":
 NEXT G
1406 RETURN
2100 REM INSTRUCTIONS
2101 LET R=0: LET L$="The crysta
l MOONIRON has been stolen,and R
oBoD has been sent to steal it b
ack from the starship were it is
 being kept.  Before he can res
cue it he will have to journey t
hrough five rooms.  In each roo
m,3 light packets will have to b
e taken to the light lock on the
 floor (or somewhere else).  Th
ere are also many dangers...and
surprises and....an extra life,(
If deserved), and a bonus after
each room,so.....GOOD LUCK!
                              "
2102 PRINT #0;AT 1,0; BRIGHT 1;"
";AT 1,30;"": FOR G=1 TO 31-
4: PRINT #0;AT 1,1+G; BRIGHT 1;L
$(G);AT 1,1+G+1;"": BEEP .0009,
45+G/4: BEEP .0009,40+G/3: NEXT
G: PRINT #0;AT 1,1+G+1; BRIGHT 1
;"": FOR G=1 TO LEN L$-31
2104 LET L$=L$(2 TO )
2106 PRINT #0;AT 1,2; INK 7; BRI
GHT 1;L$(2 TO 29)
2107 BEEP .005,45
2108 IF INKEY$="1" THEN FOR T=30
 TO 0 STEP -1: PRINT #0;AT 1,T;
BRIGHT 1;"  ": BEEP .0009,35+T/3
: BEEP .0009,40+T/5: BEEP .0009,
45+T/4: NEXT T: PRINT #0;AT 1,0;
" ": GO TO 2100
2109 IF INKEY$="2" THEN PRINT #0
;AT 1,0;"
          ": GO TO 300
2110 IF INKEY$="0" THEN PRINT #0
;AT 1,0;"
          ": GO TO 100
2111 PAUSE 1: NEXT G
2112 FOR G=40 TO 0 STEP -5: BEEP
 .005,G: BEEP .06,G: FOR H=1 TO
2: OUT 254,54: OUT 254,2: OUT 25
4,0: NEXT H: NEXT G: PRINT #0;AT
 1,0;"  ";AT 1,30;"  ": BORDER 0
: GO TO 60
3000 REM SCREEN NO.1
3001 LET FWD=1: LET BWD=0: LET B
LO=20: LET INT=5: LET X1=5: LET
SCRE=1: LET L$="THE RECEPTION RO
OM": GO SUB 900
3002 PRINT AT 21,0; BRIGHT 1;"
                              ";
AT 21,10; INK 1; PAPER 7; FLASH
1;"";AT 21,15; FLASH 0; PAPER 0
; INK 5;"";AT 21,20;""
3003 PRINT AT 21,28; INK 2; PAPE
```

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R 7; FLASH 1; BRIGHT 1;"[]"
3004 PRINT AT 6,0; BRIGHT 1;"...";AT 6,6; INK 5;"M";AT 6,2; INK 6;"";AT 6,8; INK 5;"M": FOR G=11 TO 31 STEP 5: PRINT AT 6,G; INK 5; BRIGHT 1;"M": NEXT G: PRINT AT 6,11; INK 7; BRIGHT 1;""
3005 PRINT AT 11,0; BRIGHT 1;"..."; INK 5;AT 11,6;"M";AT 11,8;"M": FOR G=11 TO 31 STEP 5: PRINT AT 11,G; INK 5; BRIGHT 1;"M": NEXT G: PRINT AT 11,11; BRIGHT 1;"";AT 11,25; INK 6;""
3006 PRINT AT 16,0; BRIGHT 1;"..."; INK 5;AT 16,6;"M";AT 16,8;"M": FOR G=11 TO 31 STEP 5: PRINT AT 16,G; INK 5; BRIGHT 1;"M": NEXT G: PRINT AT 16,11; BRIGHT 1;"";AT 16,12; INK 6;""
3007 PAUSE 5: RETURN
3100 REM SCREEN NO.2
3101 LET BLO=20: LET INT=5: LET X1=5: LET SCRE=2: LET L$="THE LANDING BAY": GO SUB 900
3102 PRINT AT 6,0; BRIGHT 1;"...";AT 6,2; INK 5;"M";AT 6,6;"M";AT 6,8;"M";AT 6,28; INK 6;"";AT 6,23; INK 5;"M"
3103 PRINT AT 11,0; BRIGHT 1;"...";AT 11,15; INK 6;"";AT 11,12; INK 5;"M";AT 11,20;"M";AT 11,17; INK 7;" "
3104 PRINT AT 16,0; BRIGHT 1;"...";AT 16,7; INK 5;"M";AT 16,1;"M";AT 16,19; INK 6;"";AT 16,15; INK 5;"MM";AT 16,23;"MM";AT 16,26;"M"
3106 PRINT AT 17,10; INK 7; PAPER 0; BRIGHT 1;"     ";AT 9,16;" ";AT 13,24;" "
3107 PRINT AT 21,0; INK 7; BRIGHT 1;"...";AT 21,27; INK 2; PAPER 7; FLASH 1; BRIGHT 1;"[]";AT 21,15; INK 1; PAPER 7; FLASH 1; BRIGHT 1;""
3108 RETURN
3200 LET BLO=18: LET INT=6: LET X1=6: LET SCRE=3: LET L$="THE SILICON FACTORY": GO SUB 900
3201 PRINT AT 7,0; INK 7; BRIGHT 1;"..."
3202 PRINT AT 13,0; INK 2; PAPER 6; BRIGHT 1;"..."; INVERSE 1;"..."
3203 PRINT AT 13,4; BRIGHT 1;"";AT 14,4;"";AT 13,31-4;"";AT 14,27;"";AT 7,14;"";AT 8,14;""
3204 PRINT AT 7,0; BRIGHT 1;"...";AT 7,29;"": FOR F=0 TO 31: PRINT AT 20,F; BRIGHT 1;"";AT 21,F;"": NEXT F: PRINT BRIGHT 1;AT 19,0;"..."
3205 PRINT INK 5; BRIGHT 1;AT 7,5;"M";AT 7,18;"MM";AT 7,23;"MM";AT 19,28;"M";AT 7,10;"M";AT 7,1; INK 6;"";AT 7,30;""
3206 PRINT AT 13,1; INK 6; BRIGHT 1;""; INK 5;AT 13,3;"M"
3207 PRINT AT 13,14; INK 1; PAPER 7; FLASH 1; BRIGHT 1;"";AT 13,10; INK 5; FLASH 0; PAPER 0;"MM";AT 13,19;"MM";AT 13,22; INK 6;"";AT 13,24; INK 5;"MM"
3208 PRINT AT 19,6; INK 5; BRIGHT 1;"MM";AT 19,14;"MM";AT 19,12; INK 1; PAPER 7; BRIGHT 1; FLASH 1;"";AT 19,25; INK 2;"[]"
3209 RETURN
3300 REM SCREEN NO.4
3301 LET BLO=20: LET X=BLO: LET Y=2: LET INT=5: LET X1=5: LET SCORE=4: LET L$="THE TORTURE CHAMBER": GO SUB 900
3302 PRINT AT 6,0; INK 7; BRIGHT 1;"...";AT 11,0;"...";AT 16,0;"...";AT 21,0; INK 3; PAPER 6; BRIGHT 1;"..."
3303 PRINT INK 5; BRIGHT 1;AT 16,5;"";AT 6,2;"M";AT 6,6;"M";AT 6,15;"M";AT 6,17;"M";AT 6,26;"M";AT 6,29;"M";AT 11,4;"M";AT 11,6;"M";AT 11,11;"M";AT 11,16;"M";AT 11,18;"M";AT 11,26;"M";AT 11,28;"M";AT 16,8;"M";AT 16,11;"M";AT 16,19;"MMMM";AT 16,24;"M";AT 16,29;"M";AT 21,10;"M";AT 21,14;"M";AT 21,29;"M"
3304 PRINT INK 6; BRIGHT 1;AT 6,16;"";AT 11,27;"";AT 16,21;""
3306 PRINT INK 1; PAPER 7; BRIGHT 1; FLASH 1;AT 11,1;"";AT 11,30;"";AT 21,25;""; INK 2; PAPER 7;AT 11,5;"[]"
3307 PRINT AT 8,0;"";AT 8,31;"";AT 12,1;"";AT 12,9;"";AT 12,11;"";AT 12,30;"";AT 12,22;"";AT 17,2;"";AT 17,7;"";AT 17,5;"";AT 17,10;"";AT 17,26;"";AT 17,31;""
3308 PRINT AT 6,5;" ";AT 17,14;" ";AT 16,14;" ";AT 7,5;" ";AT 16,25;" ";AT 17,25;" ";AT 6,9;AT 12,22;" "; INK 5; BRIGHT 1; FLASH 1;"↑"
3309 PRINT AT 2,0; INK 7; BRIGHT 1;"..."
3310 RETURN
3400 REM SCREEN NO.5
3401 LET BLO=20: LET X=20: LET Y=2: LET INT=5: LET X1=5: LET SCRE=5: LET L$="THE GOAL IS NEAR...": GO SUB 900
3402 PRINT AT 6,0; INK 4; BRIGHT 1;"..."; INK 3;"..."
3403 PRINT AT 11,0; BRIGHT 1;"..."
3404 PRINT AT 16,0; BRIGHT 0;"..."; INK 6;"..."
3405 PRINT AT 21,0; BRIGHT 1;"...": FOR G=1 TO 31 STEP 2: PRINT AT 21,G; INK 4; BRIGHT 1;"": NEXT G: PRINT AT 21,31; BRIGHT 1;""
3406 FOR G=16 TO 7 STEP -2: PRINT AT G,25; BRIGHT 1;"...";AT G-1,25;"...": NEXT G: PRINT AT 6,25;"...";AT 17,25;"..."
3407 PRINT INK 5; BRIGHT 1;AT 6,31;"M";AT 11,13;"M";AT 16,5;"M";AT 16,11;"MM";AT 16,17;"MM";AT 16,20;"M";AT 21,1;"M";AT 21,7;"M";AT 21,11;"M";AT 21,14;"MMM";AT 21,21;"M";AT 21,23;"MM MM  M";AT 16,3;""
3408 PRINT INK 1; PAPER 7; FLASH 1; BRIGHT 1;AT 6,7;"";AT 21,26;"";AT 21,29;""; INK 2;AT 11,19;"[]"; INK 0;AT 21,18;"↑"
3409 PRINT INK 6; BRIGHT 1;AT 6,1;"";AT 21,30;"";AT 21,15;""
3410 RETURN
3500 REM COMPLETION
3501 CLS : LET BWD=1: LET FWD=0: LET L$="YOU'VE REACHED THE CRYSTAL.": FOR G=1 TO LEN L$: PRINT AT 5,1+G; BRIGHT 1;L$(G): BEEP .0009,55: BEEP .0009,50: BEEP .0009,60: NEXT G
3502 PRINT AT 12,0; BRIGHT 1;"..."
3503 LET X=11: LET Y=2
3504 FOR G=1 TO 2: PRINT AT X,Y; BRIGHT 1; INK 4;B$(G);AT X-1,Y; INK 7;H$(G);AT X,Y-1;" ";AT X-1,Y-1;" "
3505 FOR T=1 TO 7: PRINT AT 11,30; BRIGHT 1; INK T;"": NEXT T
3506 IF Y=30 THEN GO TO 3510
3507 LET Y=Y+1
3508 NEXT G
3509 GO TO 3504
3510 PRINT AT 11,30; INK 4; BRIGHT 1;B$(G)
3511 LET L$="WELL DONE,YOU HAVE IT": FOR S=1 TO LEN L$: PRINT AT 16,4+S; BRIGHT 1;L$(S): BEEP .0009,55: BEEP .0009,50: BEEP .0009,60: NEXT S
3512 FOR G=1 TO 2
3513 PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7;H$(G);AT X,Y+1;" ";AT X-1,Y+1;" "
3514 IF Y=10 THEN GO TO 3516
3515 LET Y=Y-1: NEXT G: GO TO 3512
3516 LET L$="YAHOO!": FOR S=1 TO LEN L$: PRINT AT X-1,Y+S; BRIGHT 1; FLASH 1;L$(S): BEEP .009,45: NEXT S: PAUSE 50
3517 RESTORE 3520: FOR S=1 TO 26: READ A,B: FOR T=1 TO A: BEEP .05,B: BEEP .04,B-12
3518 IF INKEY$<>"" THEN RETURN : GO SUB 500
3519 NEXT T: NEXT S
3520 DATA 3,5,3,5,1,0,2,5,3,12,3,5,3,7,1,8,3,8,1,5,2,7,2,10,1,10,2,8,2,8,1,7,2,12,3,5,2,5,2,7,2,8,1,8,2,7,1,7,2,5,20,5
3521 RESTORE 12: FOR P=1 TO 166: READ Z: BEEP .1,Z+11.5
3522 IF INKEY$<>"" THEN GO TO 3530
3523 NEXT P
3530 PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7;H$(G);AT X,Y+1;" ";AT X-1,Y+1;" "
3531 LET Y=Y-1: PAUSE 5
3532 IF Y=0 THEN CLS : RETURN
3533 GO TO 3530
9000 REM KEMPSTON COMPATIBLE
9009 IF IN 31=2 AND Y>1 THEN LET Y=Y-1: LET RITE=0: BEEP .009,50
9010 IF IN 31=1 AND Y<30 THEN LET Y=Y+1: LET RITE=1: BEEP .009,45
9011 IF IN 31=16 AND Y+4<30 AND RITE=1 THEN GO SUB 1050
9012 IF IN 31=16 AND Y-4>0 AND RITE=0 THEN GO SUB 1000
9020 RETURN
```

ZOINK

Juan Fradera é o autor deste jogo que foi concebido para o 48K.

As reservas energéticas da terra estão a ponto de esgotamento total e, tanto os científistas como os astrólogos, estão profundamente empenhados em descobrirem um planeta que consiga resolver a lenta agonia do ser humano.

Finalmente, as investigações deram alguns frutos e a esperança renasceu ao ser detectado um planeta ao que parece muito rico em minerais: o seu nome é Zoink.

A missão salvadora está em marcha e uma nave transportando os peritos astronautas dirige-se para o planeta.

Porém, qual é o seu espanto quando verificam que o planeta foi anteriormente habitado. Há rastos evidentes de uma civilização que deixou provas da sua existência por toda a superfície do planeta (minas, depósitos de combustível, caixas metálicas com minerais e até uma plataforma de aterragem de mísseis).

A expedição terrena deverá pousar nas plataformas e carregar os minerais para bordo da nave evitando, na medida do possível, roçar os depósitos de combustíveis que poderão explodir.

Assuma-se como «salvador da Humanidade» e leve a cabo esta espinhosa missão.

```
   2 BORDER 5: BRIGHT 1: PAPER 5
: CLS : GO SUB 8000: GO TO 9500
   10 RANDOMIZE : BRIGHT 1: LET l
l=0: LET cc=ll: LET c=cc: LET l=
ll: DIM g$(3): LET fu=1000: LET
sc=0: LET pu=sc: LET liv=4: GO T
O 9000
   50 DIM g$(3): LET l=4: LET c=1
5: LET ll=l: LET cc=c: LET fl=0:
 DIM d(3): DIM e(3): RESTORE 60:
 FOR f=1 TO 3: READ a: READ b: L
ET d(f)=a: LET e(f)=b: NEXT f
   60 DATA 11,6,9,15,12,22
   100 REM Bucle principal de mo-
          vimiento
 200 BEEP .008,-20: PRINT AT 1,6
; PAPER 7; INK 0;sc;AT 1,18; FLA
SH (fu<=200);fu;" ": PRINT AT l+
1,c;("  " AND fl=1): LET fl=(INK
EY$="7"): LET fu=fu-5-(10 AND fl
=1): LET ll=l+1-(2 AND fl=1): LE
T cc=c-(INKEY$="5" AND c>0)+(INK
EY$="8" AND c<30): GO TO 210+(37
90 AND fu<0)+(30 AND ATTR (ll,cc
)=109 AND ATTR (ll,cc+1)=109)+(4
460 AND ATTR (ll+1,cc)=104)
 210 IF ATTR (ll,cc)=111 OR ATTR
 (ll,cc+1)=111 THEN LET ll=l: GO
 TO 240
 220 IF ATTR (ll,cc)=214 OR ATTR
 (ll,cc+1)=214 OR ATTR (ll,cc)=1
08 OR ATTR (ll,cc+1)=108 OR ATTR
 (ll,cc)=107 OR ATTR (ll,cc+1)=1
07 THEN GO TO 1000
 230 IF ATTR (ll,cc)=106 OR ATTR
 (ll,cc+1)=106 THEN LET sc=sc+20
0
 240 PRINT AT l,c;"  ";AT ll,cc;
 INK 1;"🚗";AT ll+1,cc; INK 2;("
🚀🚀" AND fl=1): LET l=ll: LET c=c
c: FOR f=1 TO 3: IF g$(f)="1" TH
EN NEXT f: GO TO 200
 310 LET ee=e(f)+1-INT (RND*3):
LET d(f)=d(f)-1: IF ATTR (d(f),e
e)=108 OR ATTR (d(f),ee)=214 THE
N LET g$(f)="1": PRINT AT d(f)+1
,e(f);" ": GO SUB 2000: NEXT f:
GO TO 200
 320 IF ATTR (d(f),ee)=105 THEN
PRINT AT d(f)+1,e(f);" ": GO TO
1000
 400 PRINT AT d(f)+1,e(f);".";AT
 d(f),ee; INK 4;"▲": LET e(f)=ee
: NEXT f: GO TO 200
1000 REM Muerte de nave
1010 PRINT AT l,c;"  ": INK 2: P
RINT AT ll,cc;"▣": PAUSE 1: BEE
P .008,-10: PRINT AT ll,cc;"▩":
 PAUSE 1: BEEP .008,-20: PRINT A
T ll,cc;"▩": PAUSE 1: BEEP .008
,-5: PRINT AT ll,cc;"✳": PAUSE
1: BEEP .008,-10: PRINT AT ll,cc
;"▒": BEEP .008,-20: BEEP .008,
-30
1020 GO SUB 3000
1030 PRINT AT ll,cc;"  ": BEEP .
008,-20: LET liv=liv-1: IF liv=0
 THEN PRINT AT 10,11; INK 7; PAP
ER 0;"GAME OVER";AT 11,1;"Pulsa
ENTER para otro juego...": IF sc
>=k THEN LET k=sc: INPUT "Introd
uce tu nombre: "; LINE s$: LET s
$=(s$+"          ")( TO 10)
1040 IF liv=0 THEN PRINT AT 12,3
; INK 0;"RECORD: ";s$;" = ";k: I
NPUT LINE f$: IF f$="" THEN GO T
O 9790
1045 IF liv=0 THEN STOP
1050 FOR f=1 TO 400: NEXT f: GO
TO 9000
2000 REM explosion misiles
2010 INK 2: PRINT AT d(f),ee;"▣"
: PAUSE 1: BEEP .008,-10: PRINT
AT d(f),ee;"▩": PAUSE 1: BEEP .0
08,-20: PRINT AT d(f),ee;"▩": PA
USE 1: BEEP .008,-5: PRINT AT d(
f),ee;"✳": PAUSE 1: BEEP .008,-1
0: PRINT AT d(f),ee;"▒": PAUSE 1
: BEEP .008,-20: BEEP .008,-30
2020 GO SUB 3000: INK 5: PRINT A
T d(f),ee;" ": RETURN
3000 REM Final explosion
3010 FOR m=1 TO 3: BEEP .008,-20
: BEEP .008,-30: BEEP .008,-10:
BEEP .008,-20: BEEP .008,-30: IN
K 5: NEXT m: RETURN
4000 REM fuel acabado
4200 PRINT AT 1,18; INK 0; PAPER
 7;"0    ": LET fu=1000: GO TO 1
000
4500 REM Fin pantalla
5000 IF ATTR (ll,cc)=107 OR ATTR
 (ll,cc+1)=107 THEN GO TO 1000
5005 IF ATTR (ll,cc)=106 OR ATTR
 (ll,cc+1)=106 THEN LET sc=sc+20
0
5010 IF ATTR (ll,cc)=110 THEN LE
T fu=fu+300
5015 LET sc=sc+500: LET liv=liv+
INT (sc/10000)-INT (pu/10000): L
ET pu=INT (sc/10000)*10000: IF l
iv>4 THEN LET liv=4
5020 PRINT AT l,c;"  ";AT ll,cc;
 INK 7;"🚗": FOR f=1 TO 200: NEX
T f: LET fu=fu+100: GO TO 9000
8000 REM Definicion
8010 RESTORE 8020: FOR f=0 TO 11
9: READ a: POKE USR "a"+f,a: NEX
T f
8020 DATA 0,7,8,31,63,255,62,8,0
,224,16,248,252,255,124,16,60,98
,110,102,110,60,66,129,255,129,6
6,36,24,255,0,0,16,16,56,56,56,5
6,124,108,0,24,60,126,126,60,24,
0,255,127,63,31,15,7,3,1,255,254
,252,248,240,224,192,128
8030 DATA 129,66,60,53,172,60,66
```

```
,129,129,82,36,152,25,36,66,161,
8,66,36,25,152,36,66,16,16,0,36,
152,25,36,0,8,0,72,2,64,16,2,64,
16,124,198,222,198,246,198,124,0
,56,108,108,56,16,16,0,0
8200 RETURN
8500 GO TO 4500: REM Enlace de f
uel y base oentre fuel, base y a
ttr bacio.
9000 REM Presentacion
9010 BORDER 5: PAPER 5: INK 5: C
LS : INK 0: PAPER 7: PRINT AT 0,
0; PAPER 2; INK 7;"    Invasion
  © Juan Fradera   ": PRINT "SCO
RE ";sc;"                ";AT 1,13;"FUEL "
;fu;"      ";AT 1,23;"LIVES ";: P
RINT "◆◆◆"( TO liv-1);"      "
9020 PAPER 5: INK 5: PRINT AT 2,
0; INK 4;"
";AT 3,5;"
";AT 4,6;"                ";: IN
K 2;"      "; INK 4;"          ";AT
 4,13; FLASH 1; PAPER 2; INK 6;"
";AT 4,18;"■": PRINT AT 4,15; I
NK 1;"▲"
9030 PRINT AT 10,13; INK 7;"▽▽▽▽
";AT 12,4;"▽▽▽▽";AT 13,22;"▽▽▽▽"
9040 PRINT AT 15,16; INK 0;"▽▽▽"
;AT 17,6;"▽▽▽▽";AT 17,25;"▽▽▽▽"
9050 PRINT AT 16,6; INK 6;"Q";AT
 14,16;"Q";AT 16,25;"Q"
9060 INK 3: PLOT 0,71: DRAW 31,-
40: DRAW 9,16: DRAW 7,-8: PLOT 8
0,39: DRAW 8,16: DRAW 15,-15: DR
AW 0,-8: DRAW 8,0: DRAW 13,40: D
RAW 3,-16
9070 PLOT 152,55: DRAW 3,7: DRAW
 5,-24: DRAW 16,-8: DRAW 16,-16:
 DRAW 5,32: DRAW 2,-7: PLOT 232,
39: DRAW 8,-16: DRAW 11,22: DRAW
 4,0: INK 5
9100 IF o$="2" THEN GO TO 9300
9200 FOR f=1 TO 10+RND*10
9210 LET l=2+INT (RND*13): LET c
=INT (RND*32): IF ATTR (l,c)<>10
9 THEN GO TO 9210
9230 PRINT AT l,c; INK 3;"◆": NE
XT f
9300 FOR f=1 TO 5+RND*5
9310 LET l=2+INT (RND*13): LET c
=INT (RND*32): IF ATTR (l,c)<>10
9 THEN GO TO 9310
9330 PRINT AT l,c; INK 2;"O": NE
XT f: GO TO 50
9500 REM Instrucciones
9505 PRINT AT 15,0; INK 0;"▽▽▽▽
▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽";AT
18,9; INK 1;"© Juan Fradera";AT
21,0; INK 0;"▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽
▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽▽"
9510 LET o$="▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆"
9515 FOR i=0 TO 7: IF i=5 THEN N
EXT i
9520 PRINT AT 0,0; INK 1;o$;AT 4
,0; INK i;"
 InVAS
Ion
"
9530 DIM b$(32): FOR f=1 TO 14:
PRINT AT f-1,0;b$;AT f,0; INK 1;
o$: BEEP .01,4*i+f: IF INKEY$=""
 THEN NEXT f: PRINT AT 14,0;b$:
NEXT i: GO TO 9510
9699 BEEP .5,10: CLEAR : INK 0:
PRINT AT 0,10;"INVASION";AT 0,10
; OVER 1;"________"
9700 PRINT "Los grandes astronom
os de la     tierra han descubier
to un nuevo planeta, ZOINK, el c
ual posee    una incalculable riq
ueza en mi-  nerales necesarios p
ara la tie-  rra."
9710 PRINT "Por ello se ha lanza
do una gran nave que transportar
a unos as-tronautas hasta ZOIN
K. Una vez   alla divisan que una
 civiliza-   cion anterior dejo r
astros de suexistencia, minas, m
isiles, cis-ternas de fuel, caja
s metalicascon los minerales, y
 plataformasde misiles y de ater
rizaje."
9720 PRINT "Tu mision es salir d
e la nave y recoger las maximas
 cajas meta- licas que puedas y a
terrizar en las plataformas adec
uadas para  ello, sin chocar con
 ninguna mi-": PAUSE 0: BEEP 1,3
0: CLS : PRINT "na, misil, tu pr
opia nave o con-tra la tierra, e
n cuyo caso per-deras una de las
 cuatro naves   que posees al pr
incipio."
9730 PRINT "Una vez aposentado e
n alguna de las plataformas de a
terrizaje,  gamaras 500 puntos y
 repostaras 100 litros de fuel."
9740 PRINT "Si ademas caes sobre
 la cisternaobtendras 300 litros
 mas.        Vijila tu fuel, pues
 se ira gas-tando, y con mayor r
apidez si tepropulsas hacia arri
ba con los  reactores. Si tu fue
l se agota  explotaras y perdera
s una nave, pero antes si tienes
 menos de   200 litros el comput
ador de vue-lo te lo advertira i
ntermitente-mente."
9750 PRINT "Al principio cuando
los misiles se lancen tu velocid
ad se vera  disminuida,pero una
vez explo-": PAUSE 0: BEEP .5,30
: CLS : PRINT "ten esta aumentar
a considerable-mente."
9760 PRINT "Cada 10000.puntos ob
tienes una  nave extra pero se t
e dara si   aterrizas, y hasta u
n maximo de cuatro, (las que apa
recen en el panel de control son
 las que nosquedan todavia sin c
ontar con laque estamos pilotand
o en ese mo-mento)."
9770 PRINT "Teclas de control: 5
> Izquierda                    8
> Derecha                      7
> Reactores"
9780 PRINT "Objetos: "; INK 1;"▲
◆ Tu minimave";TAB 9; INK 2;"◆◆
Reactores en marcha";TAB 9; INK
2;"O  Caja con minerales";TAB 9;
 INK 3;"◆  Minas";TAB 9; INK 4;"
▲  Misil";TAB 9; INK 6;"Q  Siste
rna fuel";TAB 9; INK 7;"▽▽ Plata
forma aerea";TAB 9; INK 0;"▽▽ Pl
ataforma de";TAB 12;"aterrizaje"
9785 PAUSE 0: LET k=0
9790 BEEP .5,30: CLS : PRINT ' I
NK 0;"Elije la opcion que desees
, cogelos mandos de tu mininave
y     suerte...."''"Opciones: 1>
 Normal.                      2>
 Sin minas."
9800 LET o$=INKEY$: IF o$<>"1" A
ND o$<>"2" THEN BEEP .005,10: GO
 TO 9800
9810 BEEP .2,50: GO TO 10
9999 SAVE "Invasion" LINE 1
```

PINKY

O passarito travesso, a que Luís Miguel Lacosta deu o nome de PINKY, é especialista em meter-se em sarinhos. Mas, desta vez, o PINKY ultrapassou as marcas e, se não for a nossa ajuda e a do Spectrum 48K, não escapará. Travesso como é, Pinky irritou um terrível monstro do qual foge espavorido, mas de cuja ira não poderá escapar-se facilmente.

Escondeu-se precipitadamente dentro do frigorífico sem pensar que o monstro não terá qualquer dificuldade em abrir a porta e tratar-lhe da saúde.

É aqui que temos que dar uma mão ao nosso amigo traquinas. Teremos ambos que bombardear o monstro com todos os cubos de gelo que tivermos à mão até que ele se assuste e nos deixe em paz.

«É muito fácil!», dirão alguns. O Pinky convida-os a experimentar tomando em linha de conta que todos os caracteres em maiúsculas e sombreados se devem introduzir no modo gráfico.

```
  1 BORDER 7: PAPER 7: INK 0: C
LS : PRINT FLASH 1;AT 10,10;"PAR
E LA CINTA": FOR I=1 TO 15: BEEP
 .5,I: NEXT I: CLS
  2 REM LUIS MIGUEL LACOSTA JIM
ENEZ C/ BATALLA DE PAVIA,10,5,B
ZARAGOZA
  10 CLEAR 64903: GO SUB 4040
  20 GO SUB 4000
  30 LET p=p+1: LET ep=p+1+(1 AN
D RND>(p/7)): LET dp=1: LET sa=0
: GO SUB 4010: GO SUB 4060
  40 LET ex=INT (RND*15)*2+1: LE
T ey=INT (RND*9)*2+1: IF m$(ey,e
x)<>"0" OR ABS (py-ey)<6 OR ABS
(px-ex)<6 THEN GO TO 40
  50 LET ex1=ex: LET ey1=ey: LET
 inke=INT (RND*4)+3: PRINT INK i
nke;AT ey,ex;g$;AT ey+1,ex;h$
  60 BEEP .5,2: BEEP .5,7: BEEP
.25,2: BEEP .25,3: BEEP .5,7: BE
EP .5,3: BEEP .65,2
  70 LET j$=INKEY$: GO TO 160-(8
0 AND j$="5" AND px>1)-(60 AND j
$="6" AND py<19)-(40 AND j$="7"
AND py>1)-(20 AND j$="8" AND px<
29)+(290 AND j$="9")
  80 LET dp=0: LET px1=px-1: IF
m$(py,px1)<>"0" OR m$(py+1,px1)<
>"0" THEN GO TO 155
  90 LET sa=1 AND sa=0: LET sc=s
c+2: PRINT AT py,px;i$;AT py+1,p
x;i$: LET k=1+dp*4+sa*2: LET px=
px1: PRINT INK 7;AT py,px;a$(k T
O k+1);AT py+1,px;b$(k TO k+1);#
0; INK 8;AT 1,4;sc: GO TO 160
 100 LET dp=1: LET py1=py+1: IF
m$(py1+1,px)<>"0" OR m$(py1+1,px
+1)<>"0" THEN GO TO 155
 110 LET sa=1 AND sa=0: LET sc=s
c+2: PRINT AT py,px;i$;AT py+1,p
x;i$: LET k=1+dp*4+sa*2: LET py=
py1: PRINT INK 7;AT py,px;a$(k T
O k+1);AT py+1,px;b$(k TO k+1);#
0; INK 8;AT 1,4;sc: GO TO 160
 120 LET dp=2: LET py1=py-1: IF
m$(py1,px)<>"0" OR m$(py1,px+1)<
>"0" THEN GO TO 155
 130 LET sa=1 AND sa=0: LET sc=s
c+2: PRINT AT py,px;i$;AT py+1,p
x;i$: LET k=1+dp*4+sa*2: LET py=
py1: PRINT INK 7;AT py,px;a$(k T
O k+1);AT py+1,px;b$(k TO k+1);#
0; INK 8;AT 1,4;sc: GO TO 160
 140 LET dp=3: LET px1=px+1: IF
m$(py,px1+1)<>"0" OR m$(py+1,px1
+1)<>"0" THEN GO TO 155
 150 LET sa=1 AND sa=0: LET sc=s
c+2: PRINT AT py,px;i$;AT py+1,p
x;i$: LET k=1+dp*4+sa*2: LET px=
px1: PRINT INK 7;AT py,px;a$(k T
O k+1);AT py+1,px;b$(k TO k+1);#
0; INK 8;AT 1,4;sc: GO TO 160
 155 LET k=1+dp*4+sa*2: PRINT IN
K 7;AT py,px;a$(k TO k+1);AT py+
1,px;b$(k TO k+1)
 160 LET pru=0: IF RND>.5 OR px=
ex THEN GO TO 260
 170 LET pru=1: IF SGN (ex-px)=-
1 THEN GO TO 220
 180 LET ex1=ex-1: IF m$(ey,ex1)
<>"0" OR m$(ey+1,ex1)<>"0" THEN
IF m$(ey,ex1)<>"2" THEN GO TO 26
0
 190 GO TO 200+(10 AND m$(ey,ex1
)="2")
 200 PRINT AT ey,ex;i$;AT ey+1,e
x;i$; INK inke;AT ey,ex1;g$;AT e
y+1,ex1;h$: LET ex=ex1: GO TO 38
0
 210 FOR f=1 TO 11 STEP 2: PRINT
 AT ey,ex-2;c$(f TO f+1);AT ey+1
,ex-2;d$(f TO f+1): BEEP .001,3:
 NEXT f: PRINT AT ey,ex;i$;AT ey
+1,ex;i$; INK inke;AT ey,ex1;g$;
AT ey+1,ex1;h$: LET ex=ex1: LET
m$(ey,ex-1 TO ex)="00": LET m$(e
y+1,ex-1 TO ex)="00": GO TO 380
 220 LET ex1=ex+1: IF m$(ey,ex1+
1)<>"0" OR m$(ey+1,ex1+1)<>"0" T
HEN IF m$(ey,ex1+1)<>"1" THEN GO
 TO 260
 230 GO TO 240+(10 AND m$(ey,ex1
+1)="1")
 240 PRINT AT ey,ex;i$;AT ey+1,e
x;i$; INK inke;AT ey,ex1;g$;AT e
y+1,ex1;h$: LET ex=ex1: GO TO 38
0
 250 FOR f=37 TO 47 STEP 2: PRIN
T AT ey,ex+2;c$(f TO f+1);AT ey+
1,ex+2;d$(f TO f+1): BEEP .001,3
: NEXT f: PRINT AT ey,ex;i$;AT e
y+1,ex;i$; INK inke;AT ey,ex1;g$
;AT ey+1,ex1;h$: LET ex=ex1: LET
 m$(ey,ex+1 TO ex+2)="00": LET m
$(ey+1,ex+1 TO ex+2)="00": GO TO
 380
 260 IF py=ey THEN GO TO 360
 270 IF SGN (ey-py)=-1 THEN GO T
O 320
 280 LET ey1=ey-1: IF m$(ey1,ex)
<>"0" OR m$(ey1,ex+1)<>"0" THEN
IF m$(ey1,ex)<>"3" THEN GO TO 36
0
 290 GO TO 300+(10 AND m$(ey1,ex
)="3")
 300 PRINT AT ey,ex;i$;AT ey+1,e
x;i$; INK inke;AT ey1,ex;g$;AT e
y1+1,ex;h$: LET ey=ey1: GO TO 38
0
 310 FOR f=25 TO 35 STEP 2: PRIN
T AT ey-2,ex;c$(f TO f+1);AT ey-
1,ex;d$(f TO f+1): BEEP .001,3:
NEXT f: PRINT AT ey,ex;i$;AT ey+
1,ex;i$; INK inke;AT ey1,ex;g$;A
T ey1+1,ex;h$: LET ey=ey1: LET m
$(ey-1,ex TO ex+1)="00": LET m$(
ey,ex TO ex+1)="00": GO TO 380
 320 LET ey1=ey+1: IF m$(ey1+1,e
x)<>"0" OR m$(ey1+1,ex+1)<>"0" T
HEN IF m$(ey1+1,ex)<>"1" THEN GO
 TO 360
 330 GO TO 340+(10 AND m$(ey1+1,
ex)="1")
 340 PRINT AT ey,ex;i$;AT ey+1,e
x;i$; INK inke;AT ey1,ex;g$;AT e
y1+1,ex;h$: LET ey=ey1: GO TO 38
0
 350 FOR f=13 TO 23 STEP 2: PRIN
T AT ey1+1,ex;c$(f TO f+1);AT ey
1+2,ex;d$(f TO f+1): BEEP .001,3
: NEXT f: PRINT AT ey,ex;i$;AT e
y+1,ex;i$; INK inke;AT ey1,ex;g$
;AT ey1+1,ex;h$: LET ey=ey1: LET
 m$(ey1+1,ex TO ex+1)="00": LET
m$(ey1+2,ex TO ex+1)="00": GO TO
 380
 360 IF pru=0 THEN GO TO 170
```

```
 370 GO TO 70
 380 IF ABS (ex-px)>1 OR ABS (ey
-py)>1 THEN GO TO 70
 390 LET k=1+dp*4+sa*2: FOR f=7
TO 0 STEP -1: BEEP .005,f: PRINT
 INK f;AT py,px;a$(k TO k+1);AT
py+1,px;b$(k TO k+1); INK inke;A
T ey,ex;g$;AT ey+1,ex;h$: NEXT f
 400 BEEP 0.9,-14: BEEP .9,-12:
BEEP .4,-14: BEEP .4,-12: BEEP .
4,-10: BEEP .5,-12
 410 CLS : POKE 23606,0: POKE 23
607,60: PRINT AT 3,0; INK 4;"
    PINKY          PINKY       ";A
T 19,0; BRIGHT 1;"          VOTRA PA
RTIDA? (S/N)          "; INK 6;AT 6,
8;"CUANTO LO SIENTO";AT 8,9;"TE
HA DEVORADO": IF sc>hs THEN PRIN
T AT 14,4;"PERO SUPERASTE EL REC
ORD";AT 16,8;"EN1"+CHR$ 21+CHR$
1+CHR$ 8;sc;CHR$ 21+CHR$ 0+" PUN
TOS": LET hs=sc
 420 LET j$=INKEY$: IF j$="S" OR
 j$="s" THEN GO TO 20
 430 IF j$<>"N" AND j$<>"n" THEN
 GO TO 420
 440 GO TO 10000
 450 GO TO 460+110*dp
 460 IF px=1 OR m$(py,px-(1 AND
px>1))<>"2" THEN GO TO 160
 470 LET m$(py,px-2 TO px-1)="00
": LET m$(py+1,px-2 TO px-1)="00
": LET by=py: FOR r=px-2 TO 1 ST
EP -1: IF ABS (ex-r)=2 AND ABS (
ey-by)<=1 THEN GO TO 520
 490 IF r=1 OR m$(by,r-(1 AND r>
1))="2" THEN GO TO 510
 500 PRINT AT by,r-1;":; ";AT by
+1,r-1;"<= ": NEXT r
 510 GO SUB 560: GO TO 70
 520 IF AB3 (ey-by)=1 THEN GO TO
 510
 530 FOR r=r-2 TO 1 STEP -1: IF
r=1 OR m$(by,r-(1 AND r>1))="2"
THEN GO TO 550
 540 PRINT AT by,r-1; INK inke;g
$;AT by+1,r-1;h$: PRINT AT by,r+
1;":; ";AT by+1,r+1;"<= ": NEXT
r
 550 PRINT AT by,r;" :; ";AT by+
1,r;" <= ": FOR f=inke TO 0 STEP
 -.5: PRINT INK f;AT by,r;"L";AT
 by+1,r;"M": BEEP .005,f: NEXT f
: PRINT AT by,r;":; ";AT by+1,r;
"<= ": LET m$(by,r TO r+1)="12":
 LET m$(by+1,r TO r+1)="34": GO
TO 2000
 560 FOR f=1 TO 11 STEP 2: PRINT
 AT by,r;c$(f TO f+1);AT by+1,r;
d$(f TO f+1): BEEP .001,3: NEXT
f: RETURN
 570 IF py=19 OR m$(py+(2 AND py
<19),px)<>"1" THEN GO TO 160
 580 LET m$(py+2,px TO px+1)="00
": LET m$(py+3,px TO px+1)="00":
 LET bx=px: FOR r=py+2 TO 19: IF
 ABS (ey-r)=2 AND ABS (ex-bx)<=1
 THEN GO TO 630
 600 IF r=19 OR m$(r+(2 AND r<19
),bx)="1" THEN GO TO 620
 610 PRINT AT r+2,bx;f$;AT r+1,b
x;e$;AT r,bx;i$: NEXT r
 620 GO SUB 670: GO TO 70
 630 IF ABS (ex-bx)=1 THEN GO TO
 620
 640 FOR r=r+2 TO 19: IF r=19 OR
 m$(r+(2 AND r<19),bx)="1" THEN
GO TO 660
 650 PRINT INK inke;AT r+2,bx;h$
;AT r+1,bx;g$: PRINT AT r,bx;f$;
AT r-1,bx;e$;AT r-2,bx;i$: NEXT
r
 660 PRINT AT r+1,bx;i$;AT r,bx;
f$;AT r-1,bx;e$;AT r-2,bx;i$: FO
R f=inke TO 0 STEP -.5: PRINT IN
K f;AT r+1,bx;"JK": BEEP .005,f:
 NEXT f: PRINT AT r+1,bx;f$;AT r
,bx;e$;AT r-1,bx;i$: LET m$(r+1,
bx TO bx+1)="34": LET m$(r,bx TO
 bx+1)="12": GO TO 2000
 670 FOR f=13 TO 23 STEP 2: PRIN
T AT r,bx;c$(f TO f+1);AT r+1,bx
;d$(f TO f+1): BEEP .001,3: NEXT
 f: RETURN
 680 IF py=1 OR m$(py-(1 AND py>
1),px)<>"3" THEN GO TO 160
 690 LET m$(py-2,px TO px+1)="00
": LET m$(py-1,px TO px+1)="00":
 LET bx=px: FOR r=py-2 TO 1 STEP
 -1: IF ABS (ey-r)=2 AND ABS (ex
-bx)<=1 THEN GO TO 740
 710 IF r=1 OR m$(r-(1 AND r>1),
bx)="3" THEN GO TO 730
 720 PRINT AT r-1,bx;e$;AT r,bx;
f$;AT r+1,bx;i$: NEXT r
 730 GO SUB 780: GO TO 70
 740 IF ABS (ex-bx)=1 THEN GO TO
 730
 750 FOR r=r-2 TO 1 STEP -1: IF
r=1 OR m$(r-(1 AND r>1),bx)="3"
THEN GO TO 770
 760 PRINT INK inke;AT r-1,bx;g$
;AT r,bx;h$: PRINT AT r+1,bx;e$;
AT r+2,bx;f$;AT r+3,bx;i$: NEXT
r
 770 PRINT INK inke;AT r,bx;i$;A
T r+1,bx;e$: PRINT AT r+2,bx;f$;
AT r+3,bx;i$: FOR f=inke TO 0 ST
EP -.5: PRINT INK f;AT r,bx;"JK"
: BEEP .005,f: NEXT f: PRINT AT
r,bx;e$;AT r+1,bx;f$;AT r+2,bx;i
$: LET m$(r,bx TO bx+1)="12": LE
T m$(r+1,bx TO bx+1)="34": GO TO
 2000
 780 FOR f=25 TO 35 STEP 2: PRIN
T AT r,bx;c$(f TO f+1);AT r+1,bx
;d$(f TO f+1): BEEP .001,3: NEXT
 f: RETURN
 790 IF px=29 OR m$(py,px+(2 AND
 px<29))<>"1" THEN GO TO 160
 800 LET m$(py,px+2 TO px+3)="00
": LET m$(py+1,px+2 TO px+3)="00
": LET by=py: FOR r=px+2 TO 29:
IF ABS (ex-r)=2 AND ABS (ey-by)<
=1 THEN GO TO 850
 820 IF r=29 OR m$(by,r+(2 AND r
<29))="1" THEN GO TO 840
 830 PRINT AT by,r;" :;";AT by+1
,r;" <=": NEXT r
 840 GO SUB 890: GO TO 70
 850 IF ABS (ey-by)=1 THEN GO TO
 840
 860 FOR r=r+2 TO 29: IF r=29 OR
 m$(by,r+(2 AND r<29'))="1" THEN
GO TO 880
 870 PRINT AT by,r-2;" :;";AT by
+1,r-2;" <="; INK inke;AT by,r+1
;g$;AT by+1,r+1;h$: NEXT r
 880 PRINT AT by,r-2;" :; ";AT b
y+1,r-2;" <= ": FOR f=inke TO 0
STEP -.5: PRINT INK f;AT by,r+1;
"L";AT by+1,r+1;"M": BEEP .005,f
: NEXT f: PRINT AT by,r-1;" :;";
AT by+1,r-1;" <=": LET m$(by,r T
O r+1)="12": LET m$(by+1,r TO r+
1)="34": GO TO 2000
 890 FOR f=37 TO 47 STEP 2: PRIN
T AT by,r;c$(f TO f+1);AT by+1,r
;d$(f TO f+1): BEEP .001,3: NEXT
 f: RETURN

2000 LET sc=sc+250: PRINT #0;AT
1,4; INK 8;sc: LET ep=ep-1: IF e
p=0 THEN POKE 23606,0: POKE 2360
7,60: GO SUB 3000: GO TO 30
2010 GO TO 40
3000 RESTORE 9000: FOR f=1 TO 28
: READ n,m: BEEP n,m: NEXT f: RE
TURN
4000 CLS : PRINT AT 1,0; INK 2;"
          REGLAS DEL JUEGO
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": INK 4: PRINT AT 4,8;"5.....I
ZQUIERDA";AT 6,8;"8.....DEREC
HA";AT 8,8;"6.....ABAJO";AT
 10,8;"7.....ARRIBA";AT 12,8
;"9.....EMPUJAR";AT 15,4; INK
 5; BRIGHT 1;"PINKY SE HA METIDO
 EN LA      NEVERA;EVITA QUE EL
MONSTRUO     DE LAS TINIEBLAS LE
 DEVORE     PARA ELLO DEBERAS AP
LASTARLO      CON LOS CUBITOS DE
 HIELO";AT 21,0; INK 2;"  PULSE
UNA TECLA PARA JUGAR  ": PAUSE
 0: LET sc=1000000: LET p=0: RET
URN
4010 CLS : PRINT #0; INK 3;AT 0,
5;"PUNTOS";AT 0,21;"RECORD": POK
E 23606,136: POKE 23607,252: BRI
GHT 1: INK 1: PRINT AT 0,0;"NNNN
NNNNNNNNNNNNNNNNNNNNNNNNNNNN";AT
 21,0;"NNNNNNNNNNNNNNNNNNNNNNNNN
NNNNNNN": FOR f=1 TO 20: PRINT A
T f,0;"N";AT f,31;"N": NEXT f
4020 INK 5: FOR f=1 TO 19 STEP 2
: PRINT AT f,1;";;;;;;;;;;;;;;;
;;;;;;;;;;;;;;;;";AT f+1,1;"<=<=<
=<=<=<=<=<=<=<=<=<=<=<=<=<=": LET m
$(f)="121212121212121212121212121
1212": LET m$(f+1)="343434343434
34343434343434343434": NEXT f: POK
E 23268,0: POKE 23284,0
4030 FOR f=23269 TO 23274: POKE
f,6: POKE f+16,6: NEXT f: PRINT
#0; INK 8;AT 1,4;sc;AT 1,20;hs:
RETURN
4040 RANDOMIZE : BORDER 0: INK 7
: PAPER 0: BRIGHT 0: OVER 0: INV
ERSE 0: FLASH 0: CLS : PRINT AT
10,9;"ESPERE UN POCO": RESTORE 8
000: FOR f=15616 TO 15823: POKE
f+49288,PEEK f: NEXT f: FOR f=65
112 TO 65535: READ a: POKE f,a:
NEXT f
4050 DIM m$(20,30): LET a$="fgjg
OPSTWX[\_£_c": LET b$="hiklQBUUY
Z]↑abde": LET c$=";?>?>CBCB  >?
>?BCBC  ;;>?>?BCBC  >;>?B?BC C
": LET d$="<A@A@EDED  <=@A@AD
EDE  @A@ADEDE  @=@ADADE E ":
LET e$=";;": LET f$="<=": LET g$
="FG": LET h$="HI": LET i$="  ":
 LET hs=1000000: RETURN
4060 RESTORE 8490+10*(p-INT ((p-
1)/7)*7): READ a: READ p$: FOR f
=1 TO a STEP 2: LET c1=(CODE p$(
f)-97)*2+1: LET c2=(CODE p$(f+1)
-97)*2+1: PRINT AT c1,c2;i$;AT c
1+1,c2;i$: LET m$(c1,c2 TO c2+1)
="00": LET m$(c1+1,c2 TO c2+1)="
00": BEEP .016,35: NEXT f
4070 LET px=INT (RND*15)*2+1: LE
T py=INT (RND*9)*2+1: IF m$(py,p
x)<>"0" THEN GO TO 4070
4080 LET px1=px: LET py1=py: LET
 k=1+dp*4+sa*2: PRINT INK 7;AT p
y,px;a$(k TO k+1);AT py+1,px;b$(
k TO k+1): RETURN
8010 DATA 63,64,128,160,160,160,
160,160,252,2,249,13,5,5,5,5,160
,160,160,160,176,159,64,63,1,1,1
,1,1,249,2,252,14,17,113,139,140
,92,37,162,225,20,26,98,156,146,
218,38,34,94,144,222,37,72,85,54
,34,68,190,41,38,201,206,48
8020 DATA 5,36,74,52,170,4,82,37
,4,64,165,24,162,8,80,68,74,36,6
9,16,165,152,34,16,8,70,40,163,1
36,69,16,200,0,0,3,15,31,63,127,
103,0,0,192,240,248,252,254,230,
75,75,103,127,115,60,31,0,202,20
2,230,254,206,60,248,0
8030 DATA 7,31,127,207,167,252,2
43,127,224,248,252,243,233,63,20
7,254,24,60,60,126,126,221,153,1
87,187,221,255,231,219,219,90,12
6,170,85,170,85,170,85,170,85,0,
1,2,3,1,3,13,27,0,192,160,96,192
,224,208,216,27,11,5,3,1,3,0,0
8040 DATA 236,236,216,224,64,64,
96,0,0,3,5,6,3,7,11,27,0,128,64,
192,128,192,176,216,55,55,27,7,2
,2,6,0,216,208,160,192,128,192,0
,0,0,1,3,3,1,3,5,12,0,192,224,22
4,192,224,144,120,31,30,13,3,1,1
,3,0
8050 DATA 188,216,224,224,64,96,
0,0,0,3,7,7,3,7,9,30,0,128,192,1
92,128,192,160,48,61,27,7,7,2,6,
0,0,248,120,176,192,128,128,192,
0,0,0,0,0,0,1,35,63,0,96,208,252
,240,240,208,208,63,23,16,15,5,9
,6,0
8060 DATA 208,160,96,128,0,192,0
,0,0,96,208,252,240,176,208,208,
47,16,31,15,5,7,1,0,160,96,192,1
28,0,64,128,0,0,6,11,63,15,15,11
,11,0,0,0,0,0,128,196,252,11,5,6
,1,0,3,0,0,252,232,8,240,160,144
,96,0
8070 DATA 0,6,11,63,15,15,11,11,
5,6,3,1,0,2,1,0,244,8,248,240,16
0,224,128,0,24,66,98,82,74,70,66
,0,0,16,0,16,32,66,60,0
8500 DATA 110,"aadoabdnacdmbcdlc
cdkdcdjecejfcfjfdfifagifbhifeiig
ejihecjhdbjhcbihbbhbnchcndhakdgb
kdffmdefldgdglfnhlgnhmhnhfhgig"
8510 DATA 106,"aebececdcfcccgcbd
gdbchebcifbcjgbckhbclhacmhcbmhdb
nhedmiedndieneifnfifmfmfhflghfkhhg
nihhnigifehmeehldehkijhj"
8520 DATA 118,"ajbjbicjbkbhdjblb
gejclbmbffjdlbnbegjelcnbdhjdnbch
iijenbbhhikfnbaghihilgncaggfhhlh
ndagfehglineageffdhfagdefgagcdfh
agbia"
8530 DATA 116,"fadofbdnfcdmecdld
celccflcbfmgcfnhcgnhbgmibhmfdimf
ecleegebldehebmdfhfbncfifbkcgjfc
kchdkbhhgdjahhhcjdhhibjehcifhgid
ifi"
8540 DATA 124,"achebcgeccfedceee
cdefccegcbehcbficbgjccgbhjddgbij
eegbjjffgbkjgggbljhhgbmjibnjjcnj
kdnjlenjmfnjngninhnhmhlhkhjhigif
ieididjdkdl"
8550 DATA 128,"abjnbbincbhndbgne
bfnfbengbdnhbcnibbnicbmidbliebki
fbjigbiihbhhhchghdhfhehgddlfdele
dfldddglcdhlbdilbejlbfjkcfjjdfije
fhjffgjgffjejdj"
8560 DATA 114,"baiabbibbcicbdidc
dbeieddbfifedbgigfdbhihgdbiiihhb
jijbkcjikghblildjbmhlfhbnglejcng
mehcmhmfjdmimdhdningjenhnemgnfmf
n"
9000 DATA .9,4,.5,5,.5,7,.5,7,.5
,5,.5,4,.5,2,.5,0,.5,0,.5,2,.5,4
,.9,4,.3,2,.9,2,.9,4,.5,5,.5,7,.
5,7,.5,5,.5,4,.5,2,.5,0,.5,0,.5,
2,.5,4,.9,2,.3,0,1,0
9975 REM RUTINA GRAVACION
9980 SAVE "PINKY" LINE 10: GO TO
 10000
9985 REM RUTINA RESTAURAR
9990 BRIGHT 0: FLASH 0: PAPER 7:
 INK 0: BORDER 7: CLS : POKE 236
07,60: POKE 23606,0
```